

Comp
Collection
Special

NEON GENESIS EVANGELION RPG

【THE DESCENT OF ANGEL】

Original by GAINAX
By Mitsuhiro Nakazawa (ORG)

Kadokawa
Shoten

NEON GENESIS EVANGELION

Comp
Collection
Special

Comp Collection Special
Neon Genesis
EVANGELION-RPG
The Descent of ANGEL

使徒降臨 The Descent OF ANGEL RPG

Original by GAINAX
Written by Mitsuhiro
Nakazawa (ORG)



Kadokawa Shoten

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コレクション
スペシャル

新世紀エヴァンゲリオン

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**Neon Genesis Evangelion RPG
The Descent of ANGEL**

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Kadokawa Shoten

Camp
Collection
Special

NEON GENESIS EVANGELION RPG

[THE DESCENT OF ANGEL]

Original by GAINAX
By Mitsuhiro Nakazawa (ORG)

Kadokawa
Shoten

Welcome
Nerv *Files*

LY FOR YOUR EYES ONLY FOR

NEON GENESIS EVANGELION RPG

使徒の降臨
The **D**escent
OF
ANGEL

Original by GAINAX
Written by Mitsuhiro Nakazawa (ORG)

TOP SECRET

TOP SECRET

THE DESCENT OF ANGEL

THE DESCENT OF ANGEL

CARD BOX

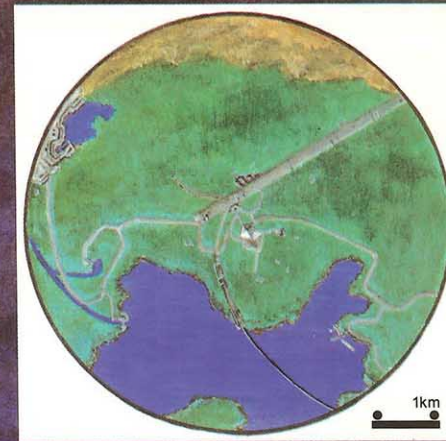
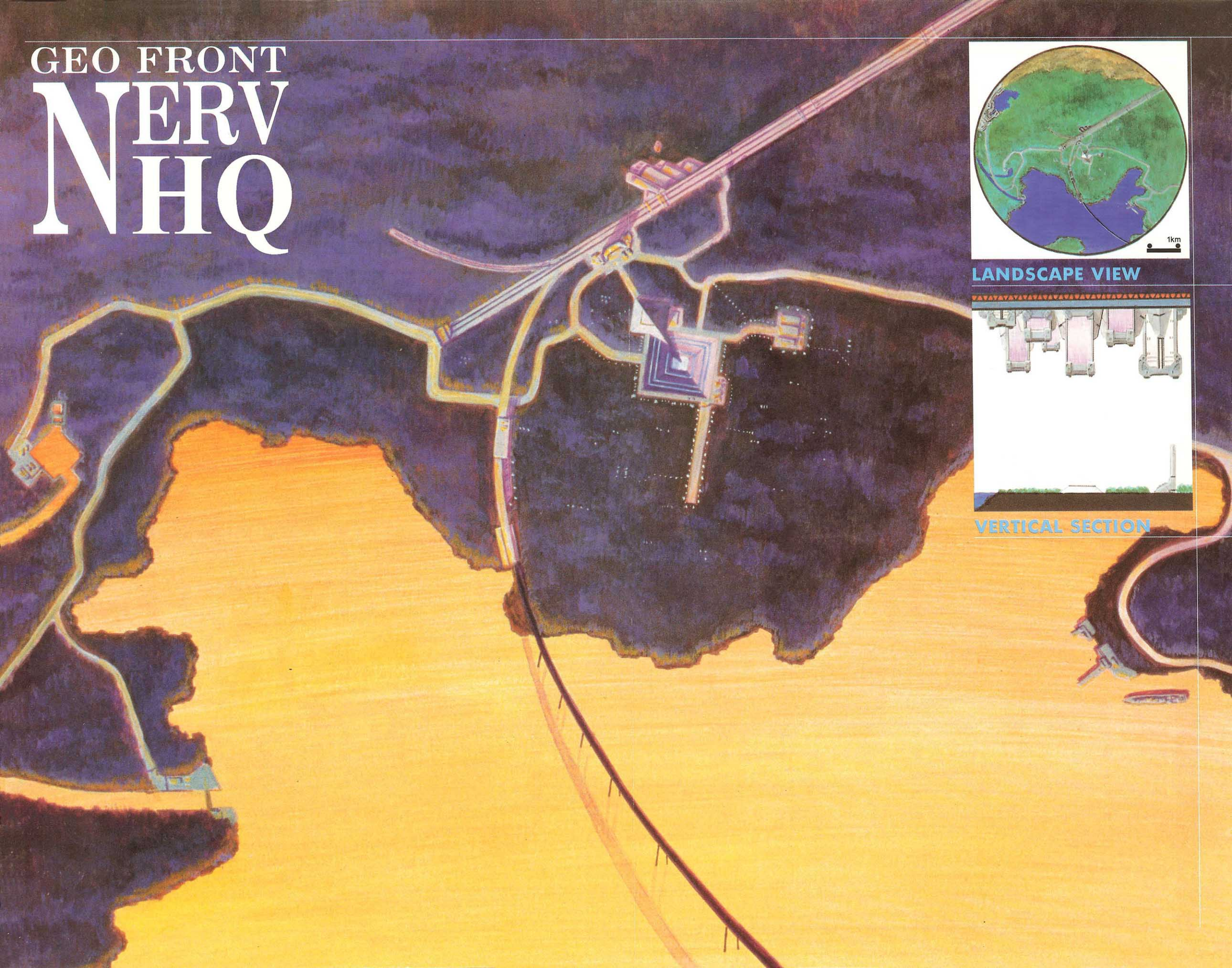
Complete
12Major
and
57Minor
Cards
In
Full color



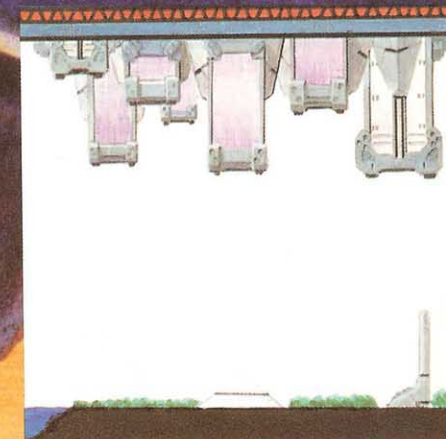
THE DESCENT OF ANGEL

OPEN
▼

GEO FRONT NERV NHQ



LANDSCAPE VIEW



VERTICAL SECTION

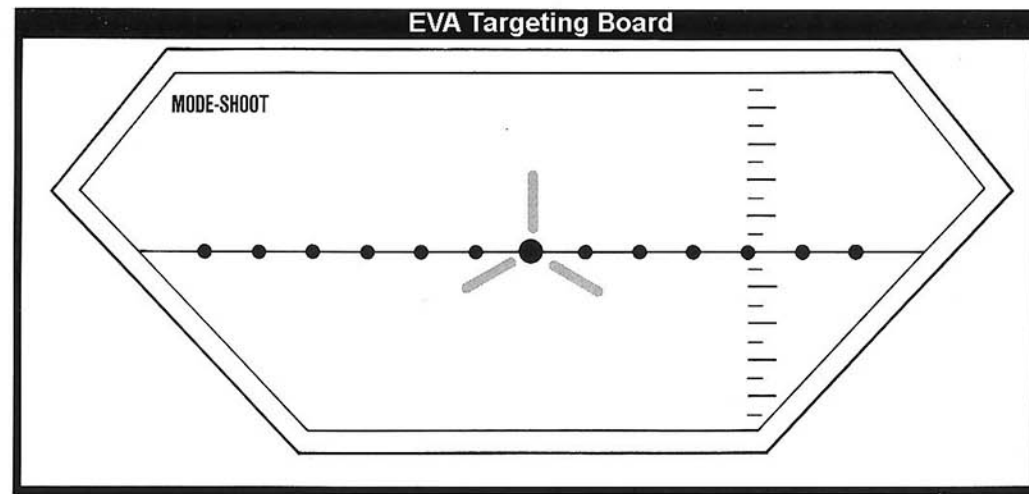


CALENDAR

2015

MEMO

Owner	Place played
Character name	Friends who played
Date played	Player name



	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5	DAY 6
Early Stage	Place ●	Place ●	Place ●	Place ●	Place ●	Place ●
	Event ●	Event ●	Event ●	Event ●	Event ●	Event ●
	Harmonics ●	Harmonics ●	Harmonics ●	Harmonics ●	Harmonics ●	Harmonics ●
Middle Stage	HP ●	HP ●	HP ●	HP ●	HP ●	HP ●
	Stress ●	Stress ●	Stress ●	Stress ●	Stress ●	Stress ●
End Stage	Place ●	Place ●	Place ●	Place ●	Place ●	Place ●
	Event ●	Event ●	Event ●	Event ●	Event ●	Event ●
	Harmonics ●	Harmonics ●	Harmonics ●	Harmonics ●	Harmonics ●	Harmonics ●
	HP ●	HP ●	HP ●	HP ●	HP ●	HP ●
	Stress ●	Stress ●	Stress ●	Stress ●	Stress ●	Stress ●

COMP COLLECTION SPECIAL

COMP COLLECTION
SPECIAL
NEON GENESIS
EVANGELION RPG

Neon Genesis

EVANGELION RPG

使徒降臨
The Descent
OF
ANGEL

Original by GAINAX

By Mitsuhiro Nakazawa (ORG)



When I started out to translate *The Neon Genesis Evangelion RPG: The NERV White Paper*, I had no idea that the Covid-19 pandemic would last long enough for me to also translate its sister book, *The Descent of Angel*. But here we are at the end of August and it's done. Covid may not kill me, but I feel like I've lost a lot of my life to both it and this project.

The Descent of Angel is a strange follow up to *The NERV White Paper*. First, it's important to note that *The NERV White Paper* covered the beginning of the series and came out on the heels of that series while *The Descent of Angel* covers the rest of the series and came out after *The End of Evangelion*, the theatrical release. A lot happened in between and I suspect the publisher and author were blindsided by what a phenomenon Evangelion had grown into in Japan and rushed to get this follow up book into stores by the end of 1997 to capitalize on the rabid fanbase. There is a very clear desire to appeal to fans over gamers in this book by simplifying the rules and offering a bonus mini-card game that can be played in five minutes.

But I'm not here to dwell on that, because there are still some really cool things in this book that I think are worth your attention and gaming time. The solo adventure "The Hidden Dead Sea Scroll" is fun to play and it makes pretty good use of the cards. It's also worth a look at as a dungeon crawl using cards to randomize encounters. The mini game "200 Seconds" simulates Asuka taking on the nine EVA Mass Production Units. So if you've been looking to lay down some EVA hurt on an opponent in five minutes or less, this is what you've been waiting for.

One thing you may be wondering is, are the rules here compatible with the rules in *The NERV White Paper*. The answer is "sort of." I'm not going to try to go over all the changes, but the key things are Hypertime mode is gone and there's now a Launch Failure table. Most of the skills are the same, but "Daily Life" is gone and "Patience" is in. Shinji as a character has some new abilities that are seriously overpowered and Rei and Asuka got nerfed. I personally would stick to the rules in *The NERV White Paper*, especially if you are playing with a group.

Please read the Preface I wrote for *The NERV White Paper* for my thoughts on this as an RPG. I'd rather spend a few minutes telling you how to be up and playing this game quickly.

To play you'll need:

A copy of the Calendar for each player.

A deck of regular playing cards (or print out the cards included in the back)

2 Dice.

Pencils.

This book for the rules, events, Angel info etc...

Print outs of the Character Cards and EVA Cards for each player.

A sheet of paper with the Scenario Map Locations written on it.

Tokens to represent the characters.

If you want to give your players the deluxe treatment, by all means print out all the cards and components in the back of this book and do it right. But since this probably will be a one-off experience, I fully support saving ink and trees. To the left are my suggestions for which playing cards should stand in for which special game cards.

I want to repeat what I said in my preface to *The NERV White Paper*: translating these books has been a labor of love. Unless you have done something like this, you have no idea the amount of work that has gone into both of them. I only have two requests in making them available:

- 1) If the rights holders ever put out an official English edition, please support it and buy it from them.
- 2) Do not pay anyone for this translated version or charge anyone for it.

I did this so that English speakers who would otherwise not have access to this material could enjoy it. It was not done to infringe on the original owner's ability to make a profit from it, nor to allow other to unscrupulously do so. I hope that if the original creators ever stumble across this edition, they accept it in the spirit of admiration and respect it was meant.

Stay well. Wear a mask.

Trotti

August 29, 2020

Using Regular Playing Cards in place of the Special Cards.

For those of you who want to just start playing or don't want to print out all the special cards at the back of this book, it is possible to substitute regular playing cards.

Below is my suggestion for the cards to use. If you do use regular playing cards, be sure to keep the substitution list handy while playing.

Enjoy!

Spades: Event:

A	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
J	Peaceful Day
Q	Peaceful Day

Hearts: Utility:

A	Casual Kindness
2	Casual Kindness
3	Casual Kindness
4	Word of Encouragement
5	Word of Encouragement
6	Word of Encouragement
7	Show Some Spirit
8	Show Some Spirit
9	n2 Bomb
10	Frigate
J	Lance of Longinus

Clubs: Battle:

A	Hit Blocked
2	Hit Blocked
3	Small Hit
4	Small Hit
5	Small Hit
6	Big Hit
7	Heavy Damage
8	Decisive Blow
9	Umbilical Cable Cut

Have you ever watched Evangelion and wanted to get closer to the story than just looking at the screen? Have you ever imagined a story where Rei did not self-destruct or Unit 03 never went out of control?

This book was written to satisfy those desires. The purpose of this book is to become Shinji, Asuka and Rei, and play a game where you can relive the story of Evangelion with your friends. The game takes place after episode 17 which is the latter half of the TV series, around the time when it began to move quickly toward the end. This was when the characters' hearts shook the most and they felt the greatest despair.

A previous volume of the "Neon Genesis Evangelion RPG" was published in 1996. It was titled "The NERV White Paper" while this book is called "The Descent of Angel."

This is a companion book to "The NERV White Paper." But, it is not a sequel. The content of both books are independent so whether or not you've read "The NERV White Paper," you can still enjoy this book, so please read it with confidence.

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- Activity limit: 200 seconds!

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For those interested in RPGs

Neon Genesis Evangelion RPG The Descent of Angel

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LEGEND

OF

EVANGELION

"The Human Instrumentality Plan."

What happened to Shinji, Asuka, Misato and the others at the end of the story? Let's look at the final episodes of "Neon Genesis Evangelion" along with the theatrical versions.



Theatrical Version

"THE END OF EVANGELION Air/Sincerely Yours"

"THE END OF EVANGELION," the theatrical version, released in the summer of 1997, is a reimagining of the TV series' final 2 episodes. Why did Shinji after being betrayed by Kaworu decide to do what he did in the TV series? This is a completely new film produced in response to the demands of many fans for a narrative conclusion. It also explores NERV's final battle after the defeat of the last Angel. The new opponent was Seele, who was supposed to be on the same side as NERV, using the nine EVA Mass Production Units. Did NERV survive? Was there a Third Impact? What is the fate of Shinji who was entrusted with the future of humanity? All were revealed on the silver screen, along with many hidden mysteries.



SHINJI IKARI

Age: 14
Sex: Male
Duty: Evangelion Unit 01 Pilot
Personality: He has a hard time expressing himself and is shy. He has fear and antipathy for his father.

If you don't move now, everyone will die.

I am Shinji Ikari, the pilot of Evangelion Unit 01.

I can't obey those orders.

That is just Misato's way of life.

Everything depends on EVA.

Let's do it...

Don't make me angry by saying that.

I'll kill my father.

EPISODE 19: A MAN'S BATTLE

The greatest growth Shinji Ikari, the main character of the story, showed was in Episode 19. Shinji walked away rather than being consumed by the situation. Before this Shinji had piloted the EVA to be complimented by others. He made his own choice to stop piloting the EVA. But then he decided to pilot the EVA again to save everyone. His decision to fight reflected his change of heart. The battle between EVA Unit 01 and a powerful Angel is the highlight of this episode.



綾波 零 REI AYANAMI

Age: 14
Sex: Female
Duty: Evangelion Unit 00 Pilot
Personality: Shows emotions only to Gendou. Very silent.

I will share my heart with you. This life is also for you.

Are these my tears? Am I the one who is crying?

I am alone. It is painful. I realize that now.

Is this my heart's desire? That I want to be with Shinji?

It's no good.

I think I am the third.

Why are you here?

EPISODE 23: Rei III

Rei Ayanami was a mysterious girl. It was in the twenty third episode that all of her secrets were revealed.

To protect Shinji and destroy the Angel, Rei made her Unit 00 self-destruct. She should have been killed in the explosion, but later she appeared again before Shinji and her friends. This was proof that Rei was a clone. She shed tears for Shinji during the self-destruction and tears over Gendou's glasses. It can be said that these separate events show Rei's soul extended beyond just one existence in a single body.



DECODE PERSONALITY in THE EPISODE

惣流・アスカ・ラングレー SOURYU

Age: 14 years old
Sex: Female
Duty: Evangelion Unit 02 pilot
Personality: She is a self-proclaimed genius. She has a very proud and aggressive character.

Just because I'm a woman, why does this have to happen?

No, I won't cry.

She's not my real mother

Why does a doll need a heart?

I hate everyone!

I'm not a child. I'm mature for my age.

Don't look into my heart!

EPISODE 22: STAYING HUMAN

Asuka's pride was in shreds. She had been surpassed by Shinji as a pilot and beaten by the Angels. Episode 22 was the story that set the stage for Asuka's revival. Asuka boldly took the lead in the fight against the Angel using Unit 02, but the Angel's mental attack penetrated her mind. It revealed Asuka's deep and troubling hidden past, evoking her despair.



DECODE PERSONALITY IN THE EPISODE

MISATO KATSURAGI

Age 29
Sex: Female
Duty: NERV Operations Chief
Personality: She hides her love and hate of her deceased father under a cheerful façade.

Nonetheless, Unit 01 has moved three times on its own.

The sync rate is over 400%!

What is EVA!

Do something!

It's up to you!

Shinji-kun!!

Retreat!!

Shinji-kun...?

EPISODE 20: WEAVING A STORY 2: Oral Stage

Misato Katsuragi is the chief of NERV Operations and the only survivor of the Katsuragi Research Team in Antarctica. As a child she suffered from aphasia and refused to speak or become close to others. The she saw herself reflected in Shinji. This was the first episode where she spoke about her thoughts about Shinji. Misato has been struggling for a month trying to rescue Shinji, who had disappeared inside Unit 01. She was brutally honest about her feelings in her remarks when she confronted Ritsuko.



RITSUKO AKAGI

Age 30
Sex: Female
Duty: NERV Science Department Head
Personality: Usually calm, but she is conflicted by her love for Gendou and their mutual sins.

There cannot be any bending from duty.

I'm reminded of my shame even if it benefits me.

How can you not understand your own daughter?

The three aspects of my mother...
a scientist, a mother and a woman.

I don't think I know the definition of happiness anymore.

The E Plan should be completed by next month.

I have decided to work at Gehirn with my mother.

Others look at me as good or bad, but I see only my mother.

EPISODE 21: BIRTH OF NERV

Dr. Ritsuko Akagi is the head of the EVA development program. In this episode she talks about her career, her inseparable relationship with her mother, Dr. Naoko Akagi, and her lover, Gendou. It was the first episode that revealed the depth of the relationship between these two important people. Like Naoko, Ritsuko is the lover of Gendou. What did Ritsuko think of her mother and why did she follow the same path as her mother even though she knew it was foolish?



渚カヲル KAWORU NAGISA

Age: 14 years old (?)

Sex: Male

Duty: Tablis the Seventeenth Angel

Personality: Although he was an Angel, he understood and accepted Shinji.

*Songs enrich your spirit. It is the cultural zenith of the Lillin.
I feel as though I may have been born to talk to you.*

I was waiting for you, Shinji-kun.

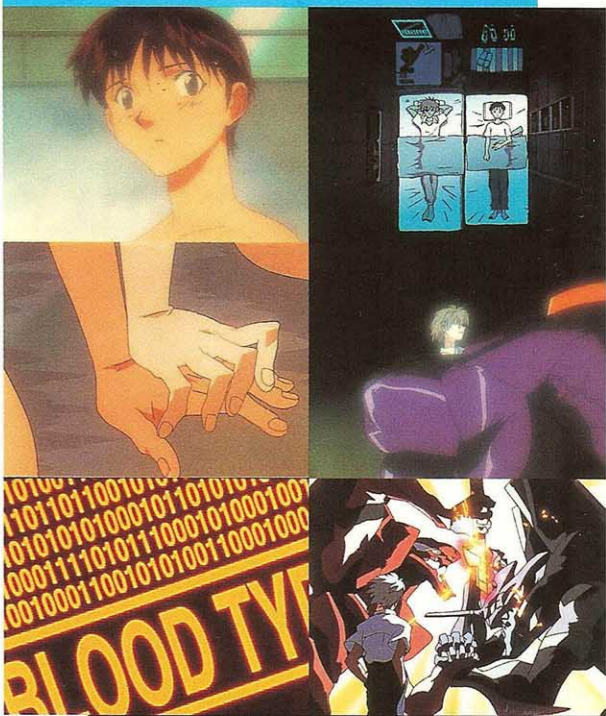
Come, alter ego of Adam.

And Lillin's servant.

It is fate.

EPISODE 24: BEGINNING AND THE END or "Knockin' on Heaven's Door"

Instead of Asuka, the Fifth Child was assigned as the new pilot of Unit 02. However, his true identity was revealed to be the Seventeenth Angel in the twenty fourth episode. As an Angel who could speak to humans, he explained a number of mysteries. However, what made the greatest impression was his relationship with Shinji. He was the first person to unconditionally appreciate and value Shinji as a whole.



TOUJI SUZUHARA

Age: 14 years old

Sex: Male

Duty: Evangelion Pilot

Personality: Hot blooded. He cherishes his sister who is in the hospital.
He is one of Shinji's few friends.

They fight like an old married couple...

Gee, I don't know.

I'm worried about you, Shinji.

**If you ever have any leftover food,
I'd be happy to help you take care of it.**



EPISODE 17: FOURTH CHILDREN EPISODE 18: AMBIVALENCE

Touji Suzuhara, who was primarily known for being one of the "Idiot-Trio" along with Shinji at their Middle School. It was not until episodes 17 and 18 that he became an important figure. But it also brought him unwanted attention. He was selected as the Fourth Child, and chosen to pilot EVA Unit 03, which ended in tragedy. Unit 03 was invaded by an Angel, and Touji was seriously injured when it lost control. Still he struggles to overcome the situation though his strength.

2015●Genesis



Episode: 1

Chapter 1

GUIDE

Story Digest

Characters

All about EVA

EVA, Battle Chronology

What is NERV?

A Tragic Beginning – Foundation of NERV

What is the Human Instrumentality Plan?

"THE END OF EVANGELION" Theatrical Version

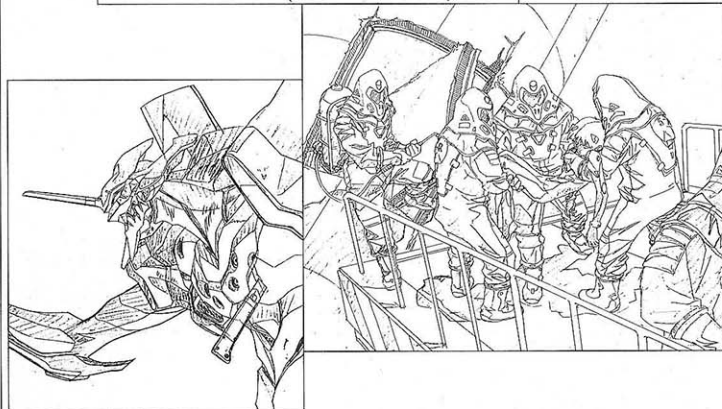
STORY DIGEST

Let's begin by recapping the episodes of the TV series. If you're not familiar with the story of Evangelion or have forgotten, please take the time to read about it here.

Episodes 1 to 14

In 2015, a giant called an "Angel" suddenly appeared. Shinji Ikari was forced to fight it as the pilot of an Evangelion, a giant living robot, the only weapon that could resist the Angels. His father, Gendou Ikari, the commander of NERV, an organization created to defeat the Angels, ordered Shinji to pilot the EVA and Shinji couldn't stand up to his ruthless father.

Still, over time, while fighting many Angels and gaining various experiences, Shinji began to accept that he was an EVA pilot. He also began to come out of his shell. He made friends in Tokyo 3. He began to get used to this new way of living. But then the story took an unexpected turn.



Episode 15 Lies and silence

After defeating the 11th Angel, peaceful days seemed to settle over Tokyo 3. Shinji visited the grave his mother with his father Gendou, Asuka had a date and Misato and Ritsuko went to a friend's wedding. People's feelings became intertwined, and human relationships began to show subtle changes.

Episode 16 Sickness Unto Death

Shinji developed a good sync with his EVA. With his new confidence, he jumped into battle ahead of the others. However, Unit 01 was swallowed by a shadow-like Angel's body, and was trapped in an imaginary space called a Sea of Dirac. Misato and Ritsuko struggled to rescue Shinji. But it was Unit 01 itself that went berserk that saved Shinji.

Episode 17 The Fourth Child

The 2nd NERV Branch in the United States vanished, and EVA Unit 03 built by the 1st Branch was sent to Matsushiro. Ironically, Shinji's friend Touji Suzuhara was chosen as the fourth pilot. Misato hesitated to tell Shinji about that. However, this later led to tragedy.

Episode 18 Life and Death Decisions

EVA Unit 03 went berserk at Matsushiro. Unit 03 had already been invaded by an Angel. It headed for NERV after destroying the Matsushiro Proving Ground. Shinji and the other pilots gathered, but Shinji would not fight because Unit 03 had a human pilot aboard. Gendou took control of Unit 01 using the dummy plug system which destroyed the Angel and Unit 03.

Although Touji was rescued despite being seriously injured, Shinji was devastated to know that he was on board Unit 03.

Episode 19 A Man's Battle

Shinji's anger finally exploded. He left NERV determined never to pilot an EVA again. But then the strongest Angel yet, Zeruel attacked. Without Shinji's help, Unit 00 and Unit 02 were defeated. With the lives of his friends at stake, Shinji decided to pilot his EVA again. Shinji's strong desire to protect his friends increased his sync rate to 400%. This caused his EVA to go berserk, defeating the Angel.

Episode 20 The Shape of Hearts and Humans

Because Shinji harmonized so completely with his EVA, he was lost within it and became physically merged with the EVA. Shinji's spirit roamed free as Ritsuko and her colleagues set out to salvage him from the EVA. Her efforts failed, but Shinji's own will to live in the real world separated him from the EVA.

Episode 21 Birth of NERV

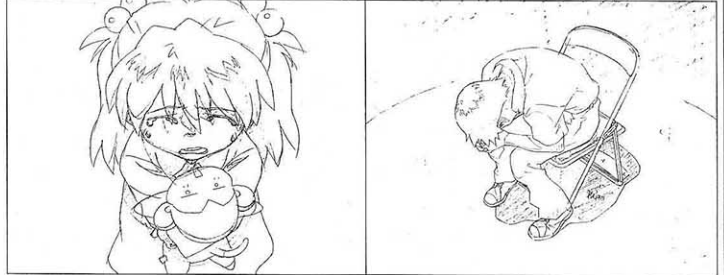
Fuyutsuki is captured by Seele. During his interrogation, he recalls how Shinji's mother, Yui Ikari met Gendou, the truth behind second impact and the establishment of NERV. Seele's own spy, Kaji, helps the the detained Fuyutsuki escape at his own peril. Entrusting Misato with one last message, Kaji disappears from the story forever.

Episode 22 Staying Human

The thought of losing to Shinji haunts Asuka, who had maintained her own identity by being the best EVA pilot. Asuka challenges herself with the pride of fighting the Angel Arael. But, the psychological attack of the Angel touched her heart. The Angel was destroyed by the attack by the Unit 00 wielding the Longinus spear, but in the process Asuka's spirit was wounded.

Episode 23 Tears

The EVAs fight against the Angel Arumsael.



To protect Shinji, Rei self destructs her EVA Unit 00 which the Angel had started to corrupt But Rei wasn't dead. Gendou refused to turn Rei over to Seele, and instead sent Ritsuko to Seele for interrogation. Out of jealousy and as revenge against Gendou for his betrayal, Ritsuko destroyed all the Rei clones in Terminal Dogma.

Episode 24 The Last Comes

Most of Tokyo 3 was destroyed by the explosion of Unit 00. Shinji's friends were evacuated and Shinji was alone. Then a boy named Kaworu Nagisa appeared. Kaworu is the only person who accepted Shinji, but he was not human. He was an Angel. Taking control of Unit 02, Kaworu descends into Terminal Dogma to find the Angel Adam, pursued by Shinji. Upon learning the truth behind everything, Kaworu chose to die rather than kill Shinji.

Episode 25 The end of the world

The Human Instrumentality Plan was finally activated. The souls of Shinji, Misato, Rei and Asuka are laid bare.

The Final Episode The Beast that Shouted 'I' at the Heart of the World

Shinji's heart screams as he is forced to realize he has only ever measured his own value through his own skewed perception of how others see him.

使徒
降臨
The
ANGEL

CHARACTERS

These are the main characters who appeared in Evangelion. Let's introduce them, focusing on their status in the latter half of the series.


Third Children



SHINJI IKARI

The Third Child was the exclusive pilot of EVA Unit 01. Originally Shinji was extremely introverted and hated to interact with others because of his fear of rejection. He didn't make decisions for himself and was often swept up by the situation. Even his decision to come to Tokyo 3 and pilot the EVA was because his father Gendo ordered him to. But over time his interactions with people like Rei, Asuka and Misato changed him. He made friends, got used to his new life and finally chose to pilot the EVA. himself. However, learning of Rei's real identity and being betrayed by Kaworu, for whom he developed a feeling of love, drove him deeper into his shell. Could he find salvation? The story came to an end with Shinji overcoming of his inner conflict.

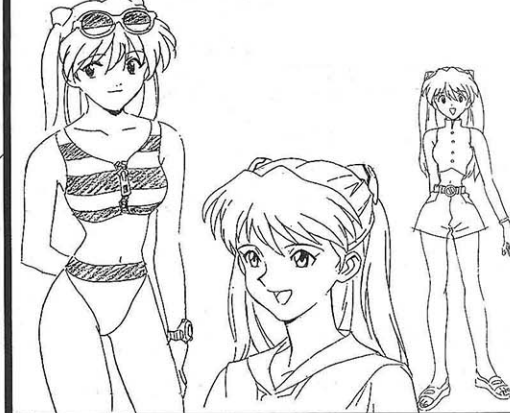
First Children



REI AYANAMI

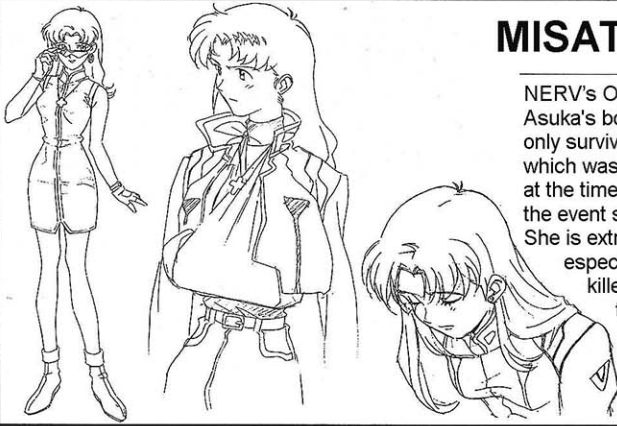
The First Child was the exclusive pilot of EVA Unit 00. She was more like a doll than a human, with little emotion and blindly following orders. In truth, like the EVAs, she was a creation based on an Angel. The first clone of Rei was killed by Ritsuko's mother, Naoko. The second died when she self-destructed her EVA to protect Shinji, The third awoke with her previous memories because her body was merely a vessel to hold her soul. The clone was made by copying the body of Yui Ikari, the wife of Gendou Ikari. This is why she initially opened her heart only to Gendou. But her desire to protect Shinji grew to exceed her desire for Gendou. This may be proof that it was her individuality as Rei, not as Yui, that awakened.

Second Children



ASUKA LANGLEY SOURYU

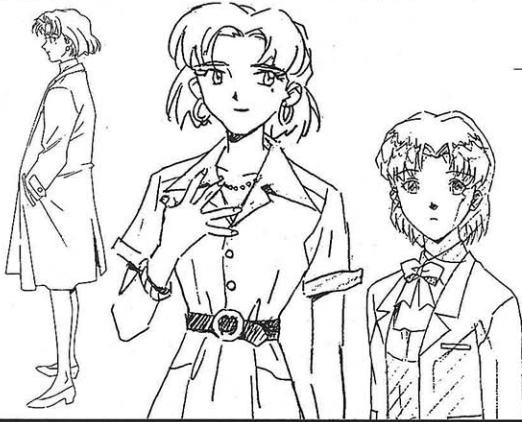
The Second Child was the exclusive pilot of EVA Unit 02. She had a great deal of pride and was very competitive for a dark reason. As a child, her mother, Kyoko, lost her mind during an EVA test. In her madness, Asuka's mother came to believe a doll was Asuka. She tried to strangle Asuka then committed suicide. From then on, Asuka could only count on herself. She forced herself to act like an adult and be a strong person who would not be hurt by anyone. Asuka was a genius who deserved to be proud, and she showed her greatest ability as an EVA pilot. But as her test results were overshadowed by Shinji, and she was defeated by more Angels, it was a shock to her pride which became tattered and she became depressed and suicidal.



MISATO KATSURAGI

NERV's Operations Chief. She is Shinji and Asuka's boss and protector. She was the only survivor of the Katsuragi expedition which was conducting an Antarctic survey at the time of the Second Impact, and due to the event suffered from two years of aphasia. She is extremely protective of Shinji, especially after her lover, Ryoji Kaji was killed. Toward the end she began to trust Shinji with her thoughts.

NERV Major



RITSUKO AKAGI

Director of NERV's Science Division. She is the daughter of Dr. Naoko Akagi, who was responsible for development of both the EVAs and the MAGI Supercomputers. She is NERV Commander Gendou Ikari's mistress and shares secrets with him both publicly and privately. Though she knows she is only being used, she devotes herself and her love to Gendou, but eventually she is abandoned by him.

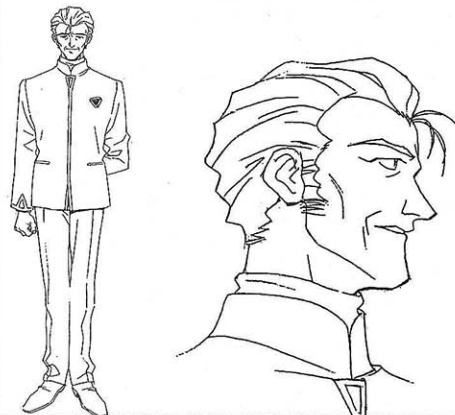
NERV Doctor



GENDOU IKARI

Gendou is the commander of NERV and is at the center of all its mysteries. Using Seele's Human Instrumentation Plan, he tries to connect with his wife, Yui, whose soul is trapped in Unit 01. He is a ruthless man willing to use any means to achieve his goals. It is a mystery how such a cold and ruthless person managed to marry a woman like Shinji's mother with her maternal instincts.

NERV Commander



KOUZOU FUYUTSUKI

Deputy Commander of NERV. Originally an associate professor at the University of Kyoto, Shinji's mother Yui was his student. He was fond of Yui and it was because of her persuasion that he joined and participated in NERV. He knew all about Gendou's plans, and as his confidant and right hand, understood exactly what was in Gendou's heart.

NERV Sub Commander

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Fourth Children



TOUJI SUZUHARA

He is a student at the junior high school that Shinji attends and one of Shinji's few friends. In the latter part of the series he was selected as the Fourth Child to pilot EVA Unit 03. He has a younger sister who was injured in a battle, and he agreed to pilot the EVA on the condition that she be moved to a well-equipped hospital. But when Unit 03 was taken over by an Angel, Unit 01 was forced to defeat it and Touji, who was on board, was seriously injured.

Class Mate



KENSUKE AIDA

One of Shinji's few friends, he attends the same middle school. He was a military enthusiast and envied that Shinji got to be an EVA pilot. Together with Shinji and Touji, her was part of what Asuka dubbed the "Idiot Trio."

HIKARI HORAKI

She is a student at the middle school which Shinji attends. She was also the class chairman. She is Asuka's best friend with whom she shares her most hidden feelings. She has a crush on Touji, and tries to make lunch for him as an excuse to talk to him. She has two sisters, Kodama and Nozomi.

NERV Staff



RYOJI KAJI

Officially he belonged to the NERV Inspector General's Office. However, he was a spy for three organizations: Seele (the Human Instrumentality Committee), the Japanese government and NERV. Misato and Kaji were lovers in their school days. After he rescued Fuyutsuki from Seele, he was killed. He was an important person for Misato and for Shinji, who looked up to him as a surrogate father.

MAYA IBUKI

She is a subordinate of Ritsuko, who belongs to the NERV Technical Division. She respects her boss, Ritsuko, and was aware of many of NERV's secrets. She seemed repulsed by the way Ritsuko was handling the pilots as mere means to an end, but she still held her in respect.

MAKOTO HYUUGA

He is a subordinate of Misato in NERV's Operations Division. He has a crush on Misato, and collected information for her, which was a dangerous. A recurring theme in this work are characters burdened with unrequited love.

SHIGERU AOBA

He is a communications operator at NERV. He had feelings for Maya, but she never noticed. Shigeru has a hobby of playing the guitar, which doesn't seem very soldierly.

KAWORU NAGISA

The Fifth Child sent by the Human Instrumentality Committee to become the new pilot of Unit 02 to replace Asuka who had suffered a mental collapse. His true identity was the 17th Angel. He invaded Terminal Dogma in search of Adam, and instead found the Angel Lilith. In the end, he chose death at the hands of Unit 01.

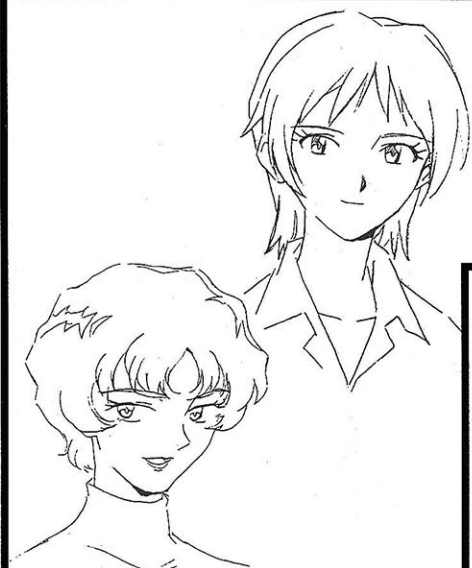


17th ANGEL

YUI IKARI

She is Shinji's mother. In 2004, she disappeared inside EVA Unit 01 during a contact test.

Mothers



NAOKO AKAGI

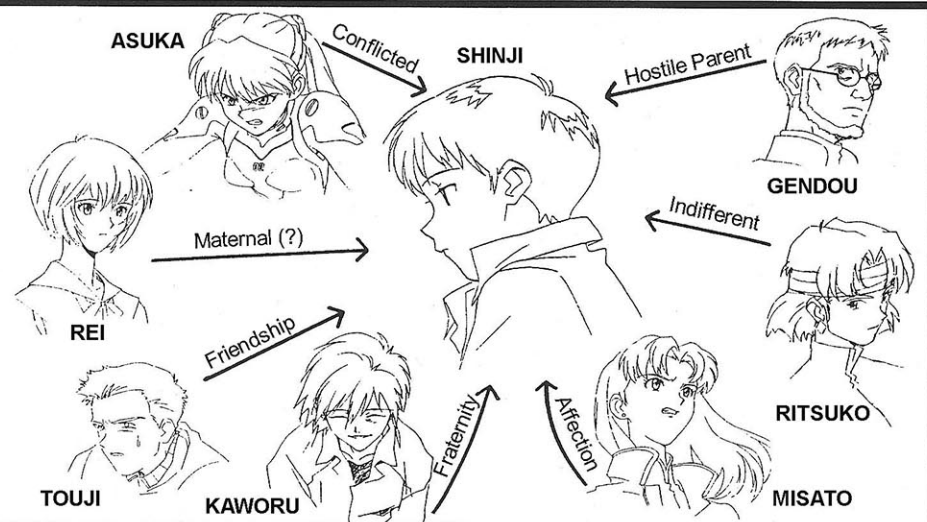
Ritsuko's mother. She was part of Gehirn and was the scientist who developed the MAGI. She was Gendou's mistress and strangled the first Rei clone, based on Yui. She then killed herself.



PEN PEN

He is a new type of hot spring penguin. He lived with Misato, but when Tokyo 3 was destroyed, he went to live with Hikari's family. He can read newspapers and understand human conversations.

PEN²

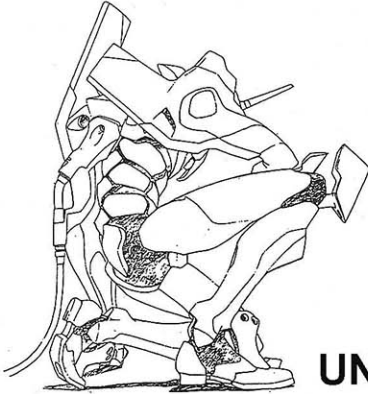


RELATION

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The ANGEL

ALL ABOUT EVA

The Evangelion units fought the Angels on behalf of NERV's defense of mankind. Let's find out the secrets behind these powerful weapons and their many mysteries, obtained from the data in the TV series.



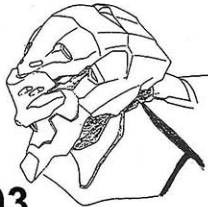
UNIT 01

Shinji's dedicated Unit. At the end of the story, it played a key role in "the merging of the souls of all humankind," which was the goal of the Human Instrumentality Plan.



UNIT 02

This Unit was piloted by Asuka, and also Kaworu. In the final battle with the EVA series Units, Asuka piloted EVA Unit 02 against Seele for control of the Human Instrumentality Plan.



UNIT 03

Touji's Unit. It was taken over by Bardiel, the thirteenth Angel, and went berserk during its startup. Even though Unit 00 and 02 were defeated by it, Unit 01 destroyed it using the dummy plug.



UNIT 00

Rei's exclusive Unit. In order to save Shinji, it was self-destructed by Rei's hand destroying the 16th Angel Arumsael.

EVA Variations

The general-purpose humanoid battle weapons known as Evangelions included 13 units in total. The first EVA was the prototype Unit 00 on which all subsequent models were based. The exclusive pilot of the prototype was Rei Ayanami.

EVA Unit 01, the strongest EVA, was an operational test type and was the first unit used in actual combat. The exclusive pilot was Shinji Ikari.

The first officially adopted Production Model was Unit 02 assembled in Germany. The exclusive pilot was Asuka Langley Souryu.

These three Units served in the actual battles with the Angels to defend NERV headquarters. Unit 04 was one of two EVAs developed in the United States, but a failure of the experimental S2 engine resulted in its disappearance along with the entire US second branch.

Unit 03, which was brought to Japan following the loss of Unit 04, was piloted by Touji Suzuhara, but during a start up test at Matsushiro, it was taken over by an Angel and destroyed.

The Mass Production Units 05 to 13 assaulted the Geofront under the orders of Seele who had a hostile relationship with NERV. The nine EVAs were equipped with dummy plugs based on Kaworu. They fought fiercely with Unit 02.

Born from Lilith

The EVAs are based on Lilith, the first Angel captured in Antarctica. Perhaps because of that, the EVAs have some parts that have the same characteristics as the Angels. Among them, there are two major similarities.

First is the AT field. This ability, which is described as "a mental wall that refuses contact with other people," was able to create a barrier that surrounded the Angels and EVAs.

Second is a glowing sphere called a "core." In Episode 19, there was a scene in which the Angel's concentrated attack on the EVA revealed that the EVAs, like the Angels, possess a core. Given this, it can be inferred that the glowing sphere is a weakness of the EVA.

Both were exactly the same in the EVAs as in the Angels.

Imperfect life form

As a creation of man, the EVAs have certain fatal flaws because they are living organisms.

One of them is that they cannot move without a power supply. When the power from the outside is cut off, they can only operate on internal power for 5 minutes. Furthermore, an EVA cannot move by itself and requires a pilot. The person whose spirit guides the Evangelion must be inside an entry plug which is inserted into the spinal cord.

These two handicaps limit the EVA's behavior, which may have been fortunate for humanity, given its power, which is overwhelmingly strong.

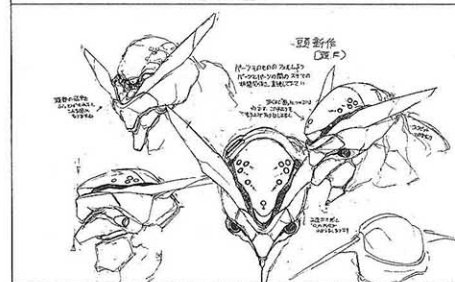
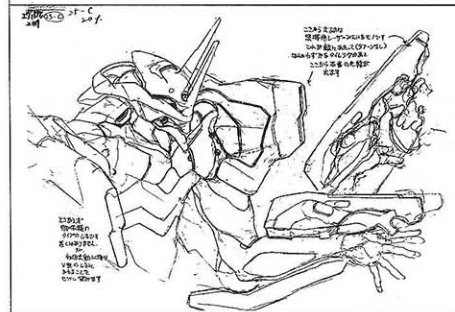
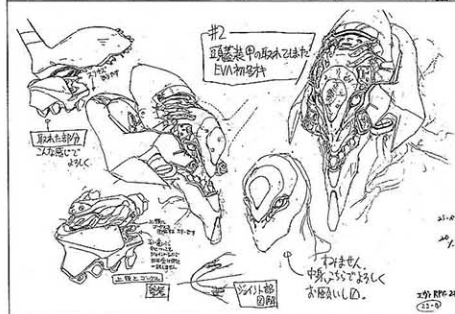
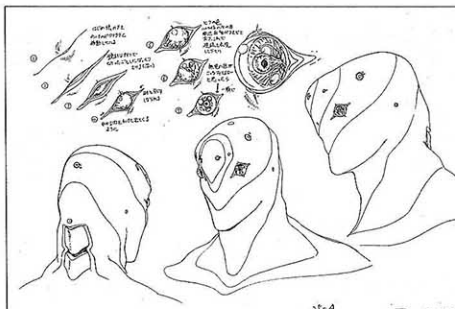
Sleeping soul

Not everyone is capable of piloting an EVA, and each EVA is uniquely bonded to its pilot. Of course, each Unit and pilot have their own specific habits, and there may be a reason that they share so many quirks. But the problem is more fundamental. Inside the EVA, the soul of the mother of each pilot is sleeping. In Unit 01 it is Shinji's mother, Yui and Unit 02 contains Asuka's mother, Kyoko.

The accident that struck Yui at the time of the first contact experiment captured her spirit inside the EVA. This was also what happened to Shinji when he disappeared inside Unit 01 and the Salvage Project to save him failed. Apparently it was Yui's hope that he would remain inside the EVA with her. Asuka's mother, Kyoko, developed a mental disorder because of her contact with EVA Unit 02.

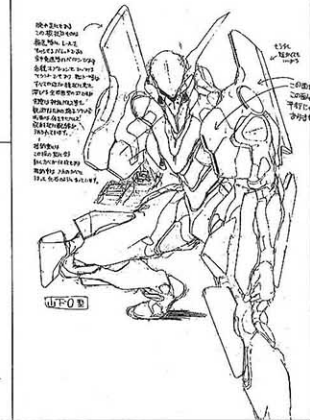
Each mother's soul sleeps inside the EVA and wakes up when she feels the danger or strong will of the pilot, releasing the incredible power that normally lies dormant within the EVA. When this happens, an EVA is said to have gone "Berserk."

The affection that the mother has for her child is an essential element of the EVA.



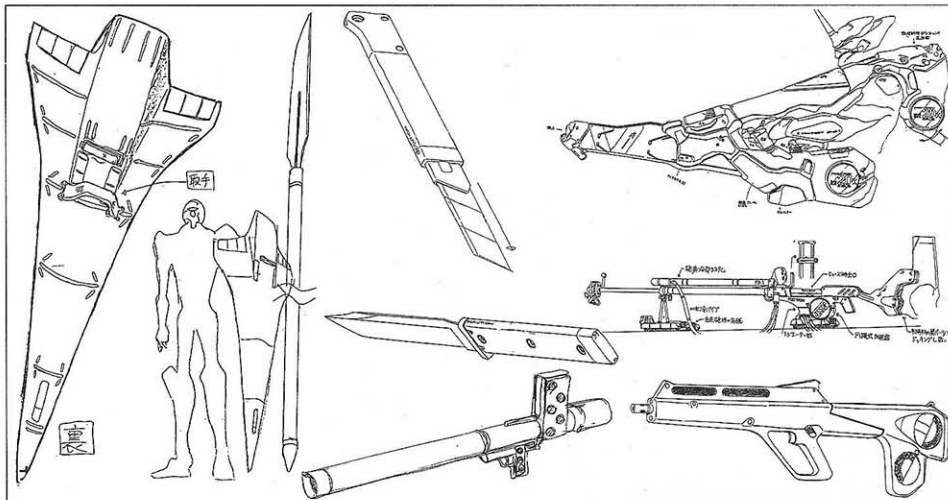
◀ A "raw" EVA is an organic body. When the restraining armor that cover the body is removed, such a biological form is revealed. The image shown here represents Unit 01, but it seems that the shape of each body is different for each EVA. For example, Unit 02 seems to have a total of four organs that correspond to eyes.

In the initial design stage, other EVA design variations were considered. In an early version, the armored shoulder that houses the Progressive knife was to have been a mount for a high-powered laser cannon. Was it based on Ultraman's Specium ray?



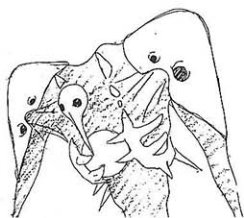
In the final design, the EVAs did not have fixed weapons, but used their hands to wield a variety of weapons. The weapons are roughly divided into firearms and melee types. They used a space shuttle as a shield and a positron cannon as a sniper rifle. This illustrate the versatility of the EVA. However, EVA's most distinctive "weapon" is its impenetrable AT field.

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EVA, ENEMY ANALYSIS

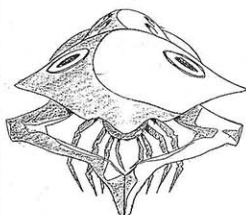
Here is a record of all the unique and powerful creatures known as “Angels” that the EVAs fought to preserve the future of humanity.



SACHIEL

Third Angel. Sachiel

This was the first Angel fought by an EVA. It had the shape of a huge person, with an attack that thrust a spear-like sticks out of its palms and a laser-like blast that was able to easily destroy the SDF's weapons. It was only stopped when Unit 01 went Berserk, cracked open the core in its chest and destroyed it.



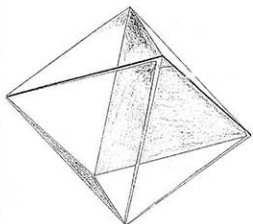
SHAMSHEL

Fourth Angel. Shamshel

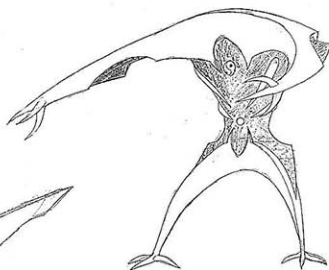
This was an Angel shaped like an insect. It attacked with two whip-like arms. The core in its chest was destroyed by Unit 01 which ignored Misato's retreat order, and plunged a Progressive knife into it.

Fifth Angel. Ramiel

This Angel appeared as a geometric octahedron.



RAMIEL



ISRAFIL

It had a powerful AT field and a laser that hit all approaching objects. It was able to use its AT Field and a drill like appendage to drill a hole directly into NERV headquarters. Under the protection of Unit 00, it was defeated by the ultra-long-range shot of Unit 01 using a neo-positron cannon as a sniper rifle.

Sixth Angel. Gaghiel

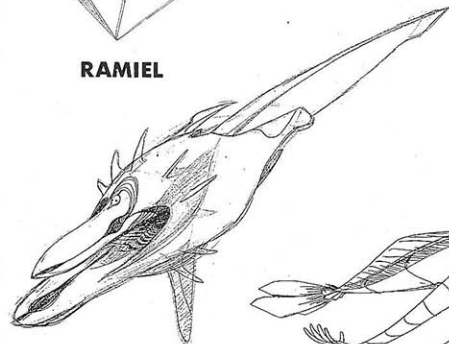
This Angel appeared in the form of an enormous marine creature. It attacked the United Nations fleet as it was transporting EVA-2 from Germany. Its attack method was very simple, ramming ships with its huge body and biting with its massive jaws, but its mobility in the water overwhelmed the fleet. It was defeated by Misato's plan which involved Asuka and Shinji in Unit 02 forcing open its mouth while the fleet plunged two unmanned battleships into the opening then self-destructed the vessels.

Seventh Angel. Israfil

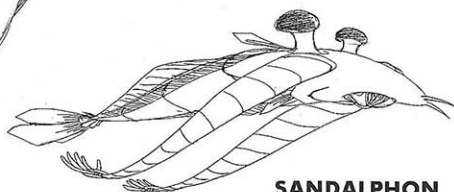
This was a humanoid shaped Angel. Its special ability was to split when attacked. The first and second units were initially repelled, but then Shinji and Asuka were forced to cooperate and perform a coordinated attack aimed at the cores of both halves of the Angel at the same moment.

Eighth Angel. Sandalphon

This Angel was discovered inside the crater of Mount Asama. Initially, it was in a larval state. But as Unit 02, protected by a D Type Armor suit, worked to capture it for research purposes, it suddenly grew and attacked Unit 02. Inside the hot and high-pressure lava, the Angel swam in peace. But when the liquid cooling pipe of Unit 02's D Type suit was pushed into its mouth, the Quick thermal expansion of the liquid, caused its body to burst.



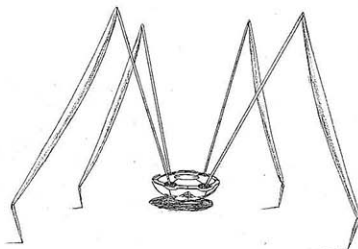
GAGHIEL



SANDALPHON

Ninth Angel. Matarael

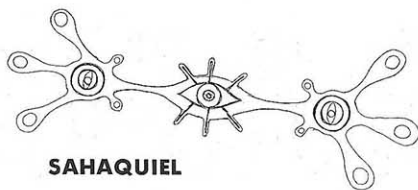
This Angel was shaped like a spider. It tried to breach NERV's Geogront by pouring a powerful acid from the center of its body, melting the thick armor plates. It was defeated by Unit 02 using Unit 01's pallet gun and supported by the cooperation of the pilots of Unit 01 and Unit 00.



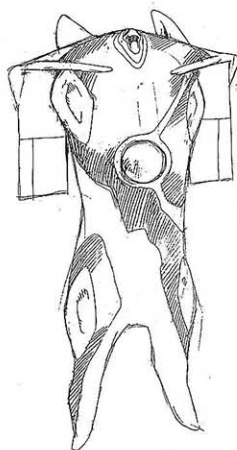
MATARAEI

Tenth Angel. Sahaquiel

This was strangely shaped Angel that seemed like a combination of eyeballs and outstretched palms. It was huge, and it came from outer space. It tried to attack NERV by dropping its own body from orbit to the ground. But the falling Angel was caught by the AT fields of the 3 EVAs working together, and the core at its center was destroyed with a progressive knife.



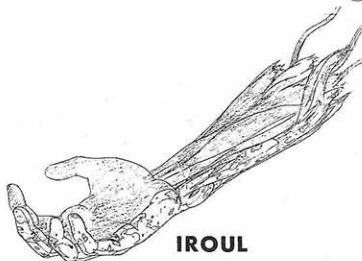
SAHAQUIEL



ZERUEL

Eleventh Angel. Iroul

This was a microscopic Angel. It tried to hack into MAGI by acting like a colony and arranging its own structure into an electronic circuit. It also had the special ability to quickly evolve in response to the changing environment. It was defeated by Ritsuko's strategy of taking it to the end of its life cycle and evolving it to the point of self-destruction. This was the only Angel not defeated by an EVA.



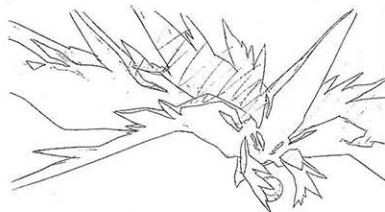
IROUL

Twelfth Angel. Reliel

This Angel was like a shadow. The body was very thin with a thickness of only 3 nanometers, and its shape was maintained by an inward oriented AT field. It had the ability to swallow whatever it touched and send it to an imaginary space called a Dirac Sea. There was a spherical shadow in the sky above it that appeared to be the main body. It swallowed Unit 01 when the EVA attacked it, but it was destroyed from the inside by the Berserk Unit 01.



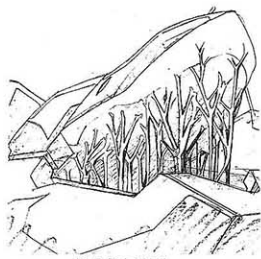
RELIEL



ARAEI

Thirteenth Angel. Bardiel

This Angel hijacked EVA Unit 03 with Touji piloting. It destroyed the Matsushiro Proving Ground and defeated Unit 00 and Unit 02. But it was torn apart by the relentless attack of Unit 01 using the dummy plug system.



BARDIEL



ARUMISAEI

Fourteenth Angel. Zeruel

This Angel appeared in the form of a blocky humanoid form. It attacked its enemy with accordioning band-shaped arms and a powerful energy blast. Its attack strength was the strongest of all the Angels. It defeated Unit 02 and sustained no damage when Unit 00 attempted to stop it with an n2 bomb. Except for the 11th Angel, it is the only Angel which invaded the Geofront. It was killed and its S2 organ eaten by Shinji in the Berserk Unit 01 whose synchronization rate exceeded 400%.

Fifteenth Angel. Arael

This was a glowing Angel shaped like a giant wing. It had the ability to make a psychological attack directly from satellite orbit using an energy wave of visible light. This attack severely damaged Asuka's mind. It was defeated by Unit 00 which hurled the Lance of Longinus at it, striking it in orbit.



TABLIS

Sixteenth Angel. Arumisael

This was an Angel shaped like a DNA strand, with two intertwining shining threads in a spiral shape. It had the ability to pierce the EVA's AT Fields and armor with a sharply tipped tentacle. It then began to erode the spirit of the pilot inside the EVA. Rei who received this attack reversed the AT field of Unit 00, to hold down the Angel then defeated it by activating Unit 00 own self-destruction protocol.

Seventeenth Angel. Tablis

This Angel had an appearance of an ordinary human being. Kaworu Nagisa. It can be said that this final form of the Angels managed to succeed in understanding the human heart which had been attempted since the Fifteenth Angel. Kaworu was sent to NERV directly by Seele as the fifth EVA pilot. He was able to manipulate Unit 02 from the outside and penetrated all the way to Lilith, buried deep beneath Central Dogma. He was killed at the hands of Unit 01 which had beaten Unit 02.

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ANGELS

What is NERV?

NERV is a special agency established under the protection of the United Nations to intercept the Angels. Let's analyze its power as an organization.

Tokyo 3

The city of Tokyo 3 was built in the old town of Hakone based on the "second transitional capital plan," as the planned new capital of Japan. However, this is merely a convenient fiction to generate the necessary budget to build a very special kind of city. The reality is that it is a fortress designed to intercept the Angels. However even though it is designed to battle the Angels, it is still a bustling community where people live and work. The city is equipped with various facilities to support the EVAs in combat. Some buildings contain EVA weapons and there are many sockets for supplying power to the EVAs throughout the city.

Mystery of the Geofront

There is a reason why Tokyo 3 was built in Hakone. This is because there is a huge underground space called the Geofront in that area.

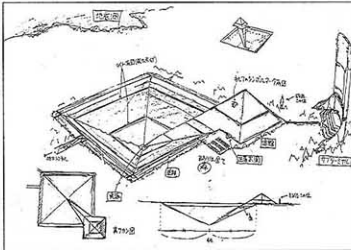
So why was it necessary to place the NERV headquarters in this Geofront? What was the Geofront in the first place? The truth is the Geofront was a huge space created by the First Impact.

The collision between the earth and an object called the Shadow Moon is what the First Impact really was, and the Shadow Moon was embedded in this land. The exposed portion of the Geofront was a small part of a huge spherical space. The shadow moon is an essential element in the Human Instrumentality Plan. NERV Headquarters secures it, protects it from the Angels and hides it from the eyes of the general public who does not know of it. This is the threefold purpose of placing the headquarters of the extra-legal organization NERV inside the Geofront.

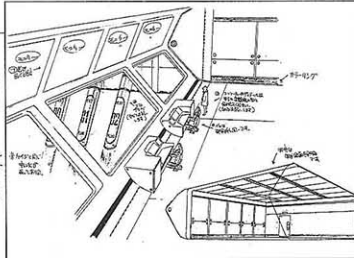
Organization structure

NERV is a military organization. The Operations Division is in charge of the actual combat elements and its chief is Misato Katsuragi. The Technical Section is mainly responsible for increasing EVA capabilities, adjusting the MAGI, weapons development and constructing the city of Tokyo 3. Dr. Ritsuko Akagi is responsible for EVA development and coordination of the MAGI. Her rank seems to depend on the situation. During combat she is under the command of Misato Katsuragi, but when it comes to the secrets of the EVAs, she answers only to Commander Ikari.

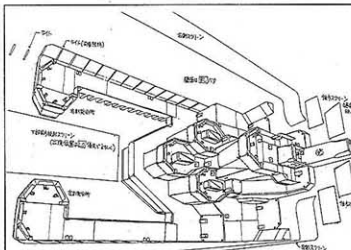
In addition, there is an Inspector General's Office (to which Ryoji Kaji belongs) as well as an active intelligence department. Their ability to gather information was outstanding, starting with the fact that they were aware of the true identity of the triple spy, Kaji. Despite NERV's lack of a standing army, its intelligence and science departments allowed it to put up a significant defense against not only the Angels, but the Japanese government and the United Nations. Gendou clearly was particularly focused on the intelligence department to prevent Seele from uncovering his betrayal until the last minute.



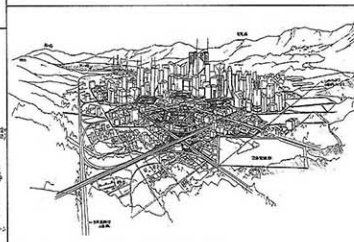
▲ Overview of NERV. Located beneath Tokyo 3.



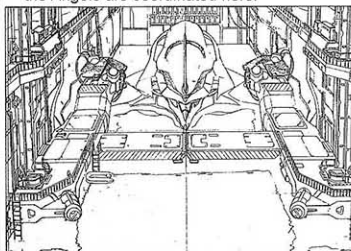
▲ Experimental lab for harmonics tests.



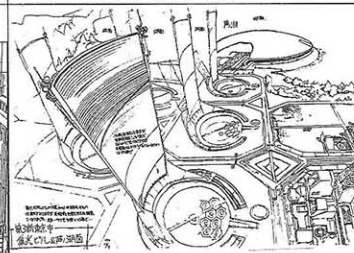
▲ The Command Center. Operations against the Angels are coordinated here.



▲ Panoramic view of Tokyo 3. It is a fortress city built to defeat the Angels.



▲ EVA CAGE. EVAs are serviced and repaired here.



▲ Concentrator buildings. These collect sunlight and send it to the Geofront.

NERV around the World

NERV's headquarters were located in Japan, but their organization was spread throughout the world. There is a German branch to which Asuka, Kaji and Misato used to belong where Unit 02 and Unit 05 were built. The first US branch was developing EVA Unit 03. The 2nd branch of the United States, was in charge of developing Unit 04.

Since Unit 08 was said to have been developed in China, there is no doubt that NERV had a branch in China as well. Other than that Units 06, 07 and 09 to 13 were built in various countries and at least three other nations had branches. The existence and completion of the mass production Units 05 to 13 was unknown at NERV headquarters. They were developed by Seele as a separate organization apart from NERV.

ROOTS

Beginning of the tragedy. Foundation of NERV

Evangelion is a story set in the near future. What kind of history did Shinji and other human beings go through that we do not know? Let's follow the footsteps centered on NERV.

■ Second Impact

In 2000, a mysterious explosion called the "Second Impact" occurred in Antarctica. The destructive power was tremendous, the earth's axis was distorted and Antarctica disappeared, putting the world in an unprecedented crisis. This explosion, which was commonly attributed to a large asteroid slamming into the Earth was actually orchestrated by Seele. They initiated the Second Impact while trying to return the second Angel Adam, found in Antarctica, to a larval state before any other Angels awakened. They achieved this end, but in exchange killed off half the population of humanity.

■ Gehirn founded

Following the collapse of global civilization, the Human Instrumentality Committee, which Seele secretly controlled behind the scenes, was established under the newly reconstituted United Nations. The Artificial Evolution Research Institute (Gehirn) was formed as a means to their ends. The director was Gendou Ikari. This was the predecessor of NERV. The headquarters of Gehirn was set up at the same location where the NERV headquarters would later be located: the Geofront. The purpose was to prepare for a Third Impact by fighting the Angels who would emerge in the future. The production of the EVA series and the development of the MAGI super computer system were all means for this.

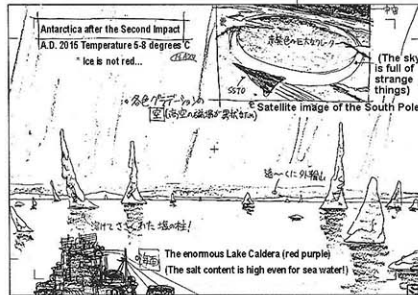
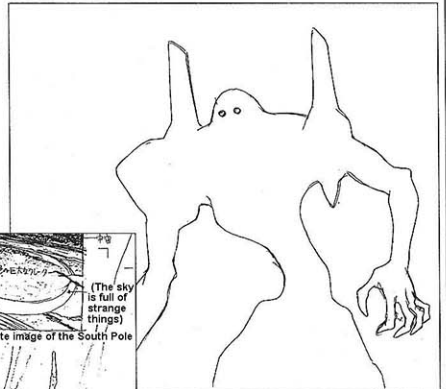
■ First contact

In 2004, humankind first made contact with EVA Unit 01, which was nearing completion. The subject was Yui Ikari, the wife of Director Ikari. She was Shinji's mother. This experiment failed for most subjects but only Yui vanished and was incorporated into the EVA. This Event completely changed the purpose of Gendou. It is unknown what he was thinking until then, but it became his purpose to bring Yui back into his hands immediately after the Event. It is not completely clear how he intended to reunite with Yui because his plan failed in the final stage, but it was a fact that Seele and Gendo, and even Gehirn, had completely separate agendas.

■ Birth of NERV

In 2010, Dr. Naoko Akagi completed the MAGI system. Gehirn transformed into NERV. Gehirn was the preparation and research organization,

► Year 2000. A giant of light (Adam) appeared in Antarctica, causing a second impact. However, it seems that it was a man-made "accident" designed by Seele to further the Human Instrumentality Plan.



◀ Misato in 2000 AD. She was the only survivor of the Antarctic expedition, but suffered from aphasia due to the shock. Her father who was the leader died. That's why she hates the Angels and risks death to defeat them.

while NERV was a combat unit envisioned to fight the Angels. However, it did not completely gel as an army, leaving a strong shadow of the original research organization. For this reason, in the end, it fell to the attack of the Strategic Self-Defense Forces under the control of the Japanese Government.

■ NERV collapse

In 2015, NERV fought against 14 Angels and beat them all. However, because Commander Gendou Ikari disobeyed Seele's wishes to initiate Third Impact using Unit 01 in accord with the Human Instrumentality Plan and because the NERV refused to transfer authority to the Japanese government, the Strategic Self-Defense Force invaded NERV Headquarters and took control. The NERV organization was, in effect, dismantled, even without Third Impact.

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What is the Human Instrumentality Plan?

Evangelion's biggest mystery is the Human Instrumentality Plan. What kind of future did Seele seek to bring to humanity through this plan?

Let's examine the mystery.

Contents of the Plan

Humankind has long been trapped as a colony of interconnected but separate entities. Originally they were one individual, but because they were split, humans have reached a dead end in their evolution.

The only way to overcome this situation is to transform from the colony back into one individual and start all over again. Based on the above hypothesis, the Instrumentality Plan for Humanity shows the way to the regeneration of humanity.

The Plan and Third impact

First Impact was a large explosion caused by the collision of the Earth and the Shadow Moon.

Second Impact was a huge explosion that occurred when Seele attempted to return Adam to a larval state in Antarctica.

Though the first and second events were completely different, they were called "Impacts" because both were catastrophic explosions.

So what is the Third Impact?

Members of NERV were told it would occur when an Angel came into contact with Adam. Of course, that's not accurate information.

Third impact refers to the ritual performed at the final stage of the Human Instrumentality Plan. For all human beings, "merging" means the disappearance of their separate bodies. Individuality will cease to exist and only one consciousness will survive while all others disappear.

Relationship between the Angels and the Human Instrumentality Plan

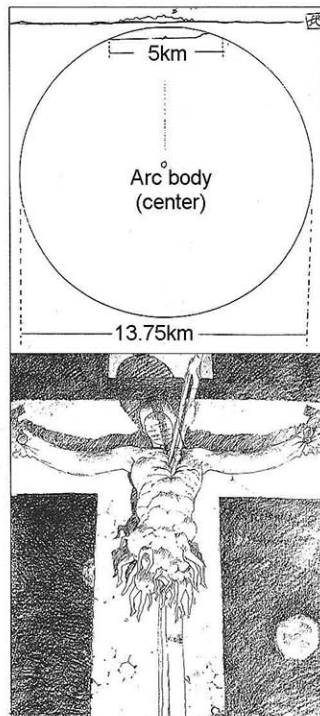
As a condition to activate the plan, it was necessary to destroy all 17 Angels. All Angels are living beings that are the same as humankind, and are all equals that have followed different paths of evolution. Humankind is the eighteenth Angel who chose the path of a colony, and they also called the Lilin. Just as mankind aspired to a new form of evolution, so too did the other Angels as heirs of God. However, only one form of life can survive as a representative of living things that live on the earth. The 18 Angels had to compete with each other in order to win the right to the Third Impact and survive.

What the plan requires

Even if mankind destroys the Angels, there is something more they must do to complete Instrumentality.

That's the reason NERV needed control over "Lilith" and "The Shadow Moon" buried in the Geofront. That is why NERV desperately to protect them.

Overall view of the Geofront. It can be seen that the space where the NERV headquarters exists is very small when viewed in relation to the entire Geofront. In addition, the "Shadow Moon", which is at the heart of the Human Instrumentality Plan, lies in the center. Within it is the Angel (Lilith) held captive beneath NERV headquarters.



What is the relationship between Unit 01 and the Lance of Longinus.

For Humanity to become one, a vessel is required to serve as a container for all souls. EVA Unit 01 and the Lance of Longinus play this role. By combining the Lance with EVA Unit 01, the "Tree of Life", which appeared in the opening of the TV series, was completed. Furthermore, Shinji Ikari was to be added as the human "fruit of wisdom." These are the conditions to be met.

Throughout the TV series, NERV commander Gendou Ikari's desire to control EVA Unit 01 was established. Gendou's purpose may have been at odds with Seele's, but they tolerated him because he also served their purpose.

Gendou's plan

Seele's attempt to transform humanity and Gendou's plan were not the same.

Gendo desired to be re-united with his wife Yui. But was he trying to bring her back to the world with Rei as a medium or was he trying to get rid of the AT field, which was a barrier between Gendo's own body and Yui's sleeping soul in Unit 01? It is unclear what he was actually trying to do largely because Gendo's plan failed before it was completed.

His plan failed because Rei Ayanami, who should have been his puppet, disobeyed his will. Gendo wasn't aware of the fact that Rei's individual soul was more than just a clone of Yui. It had grown into something new. Gendo and Yui's past were mirrored in Shinji and Rei's present. It may be said that Gendo's plan was frustrated because of the weakness of Gendo himself, who only thought of the past and Yui's loss.

End of the Human Instrumentality Plan

Seele's intended human Instrumentality plan reached its final phase on schedule. The AT Fields of all human beings, the mental barriers that reject others, collapsed. All humans lost their bodies, and fused with the soul residing in Unit 01.

After that, everything was entrusted to Shinji, who was selected as the fruit of wisdom, to decide the fate of mankind.

On the one hand, Shinji could choose a world in which everyone was one, and no one could be hurt by misunderstanding. It would be a world without self or other.

On the other hand, he could choose a world where personal existence and free will could exist, but at the risk of loneliness and being hurt by others.

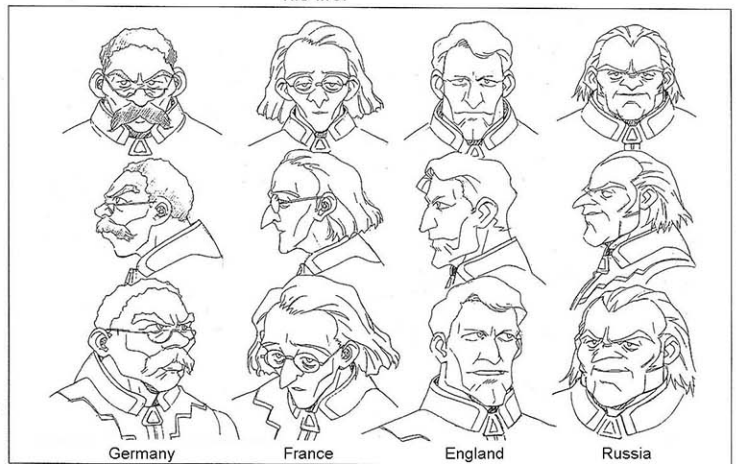
Which one would you choose?

After the conflict, Shinji chose the latter.

As a result, the future Seele had hoped for did not come about. Mankind would follow the same path again, as separate beings. Is this unfortunate?

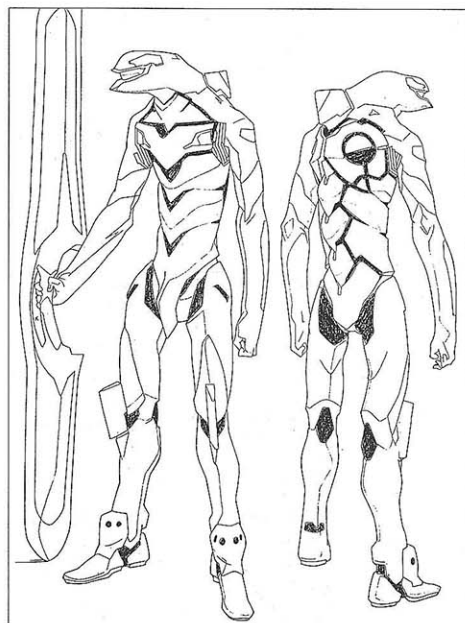


▲ Kiel Lorenz is a central figure in Seele. Using the confusion of Second Impact, he was able to control the world from behind the scenes. Age unknown. A part of his body has been replaced by a machine to prolong his life.



▲ The members of the Human Instrumentality Committee. The Committee is made up only of people from major countries.

◀ EVA Mass Production types. They attacked NERV as Seele's trump card. They are each equipped with a copy of the "Lance of Longinus."



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"THE END OF EVANGELION" Movie Version "Air/Sincerely Yours"

In July 1997, "THE END OF EVANGELION" was released as a Summer movie. Here is a story digest of the end of the series.

First Episode: "Air"

NERV had defeated all the Angels with the death of Kaworu Nagisa who was the last Angel. But not all of the battles were over. NERV's Commander Gendou Ikari refused Seele's order to hand over Unit 01. The relationship between the two was torn. Thus, the final battle of NERV vs. Seele began. After a remote attempt at hacking into the MAGI by Seele, the battle moved into a direct assault with military force. Seele mobilized the Japanese government and launched a direct attack using the Strategic Self-Defense Forces against NERV HQ. The purpose was to place the MAGI computers and the two remaining EVAs under their control.

NERV attempted to counter this, but they were ill prepared to fight against human opponents, and one barrier after another was breached. Operations Chief Misato Katsuragi, on the verge of defeat, ordered the EVAs to be ejected from Headquarters. Asuka and Unit 02 escaped successfully, but Shinji, the pilot of Unit 01, was missing. Misato decided to rescue Shinji on her own, and ultimately succeeded.

However, Shinji was too lethargic and unwilling to pilot the EVA. Shinji, had been betrayed by Kaworu and knew that Rei was a clone. All of his classmates had left and Asuka's mental breakdown was so severe that she was nearly catatonic and showed no signs of reacting to Shinji's words.

Still, Misato got Shinji to go to Unit 01 to save his life. At that moment, the battle outside took a drastic turn. Asuka and Unit 02 awoke with a vengeance. Seele was forced to launch all nine mass-produced EVAs against Unit 02. Initially Unit 02 had the advantage in fighting the nine EVAs. However, when its power was cut, the mass-produced models that were thought to have been destroyed reanimated. They attacked the immobilized Unit 02 in a swarm and tore it apart.

Shinji, who had finally launched in Unit 01 saw the smashed-down Unit 02 surrounded by the Mass Production EVAs. Shinji had no choice but to scream.

Picking up the story in episode 26: "Sincerely Yours"

Despite having launched in Unit 01, Shinji was in shock over the horrifying sight and was frozen.

The Mass-produced EVAs saw this as an opportunity and moved to implement Seele's ultimate plan. This was a plan for the regeneration of mankind through the Human Instrumentality Plan and Third Impact.

Unit 01 was taken into the sky in the shape of a crucified figure. It fused with the Lance of Longinus, which had returned from the moon, and along with all of the EVA Series Units was transformed into a massive tree of life in the sky. As Seele's plan was about to reach its final stage, their last impediment, Gendou, was in the bowels of NERV, standing in front of Liliith, who was sealed underneath Terminal Dogma. After killing the jealous Dr. Akagi who tried to stop him out of jealousy, Gendou tried to put his plan into motion with Rei. However, Rei, who should have been submissive, refused Gendou. The spirit that welled up in her in this moment of crisis chose to save Shinji instead of Gendou. Rei left Gendou and fused with Liliith the First Angel. Liliith then took Rei's physical form and began to expand infinitely, becoming a huge giant. When she reached the tree of life in the sky, she took it into her body. In addition, the Shadow Moon rose from the Geofront, and the Third Impact began.

In NERV's Command Center, Hyuuga, Fuyutsuki, Shigeru and Maya's AT fields collapsed and they merged with their loved ones. All humanity lost their forms and returned to the water of life (LCL). The phenomenon was not limited to just the members of NERV. Human beings all over the world were transformed into the water of life without exception. All the souls gathered together, and all that was left was to wait for Shinji's decision.

Shinji's Choice

Shinji's mind created many possible worlds as he weighed the fate of mankind. One world was a pleasant world. A world where he could not be hurt by others and he could spend his days without fear. It could be called a kind of utopia. But Shinji sensed the world was empty. Everyone was the same, together. But he, as an individual, was not in it.

He came to the conclusion that he would rather live as himself even if it meant he could be hurt by others. This decision ended Seele's plan for the birth of a new human race as a single being. Unit 01 vanished beyond the universe and Shinji restored the world to what it had been.

What was supposed to be the beginning of a new age went on as before.



NEON GENESIS EVANGELION RPG THE DESCENT of ANGEL

Episode:2

Chapter 2

RULES

How to Play

RULES

How to Play

Introduction

As the title says, this game is an RPG. The term "RPG" is famous as a genre of computer games, but of course, what is introduced in this book is not a computer game.

Rather, it is similar to a board game such as the game of Life or playing cards.

The RPG introduced in this book incorporates the elements of stories and characters similar to those found in computer games, but also encourages the players to talk among themselves in character. You may have heard the term "Table Talk RPG" (TRPG). The content is so fun that even those who have never tried it have probably heard about it. In novels and TV dramas, you can empathize with the protagonists, but you cannot change their behavior. While watching TV, you may have said to the characters, "Don't do that!" or "Why can't you just speak honestly!". However, that one-sided wish never reaches the ears of the protagonists (though this frustration can be one of the attractions of some dramas and novels...).

"If I was Shinji..."

The RPG introduced in this book is a game that fulfills such a desire.

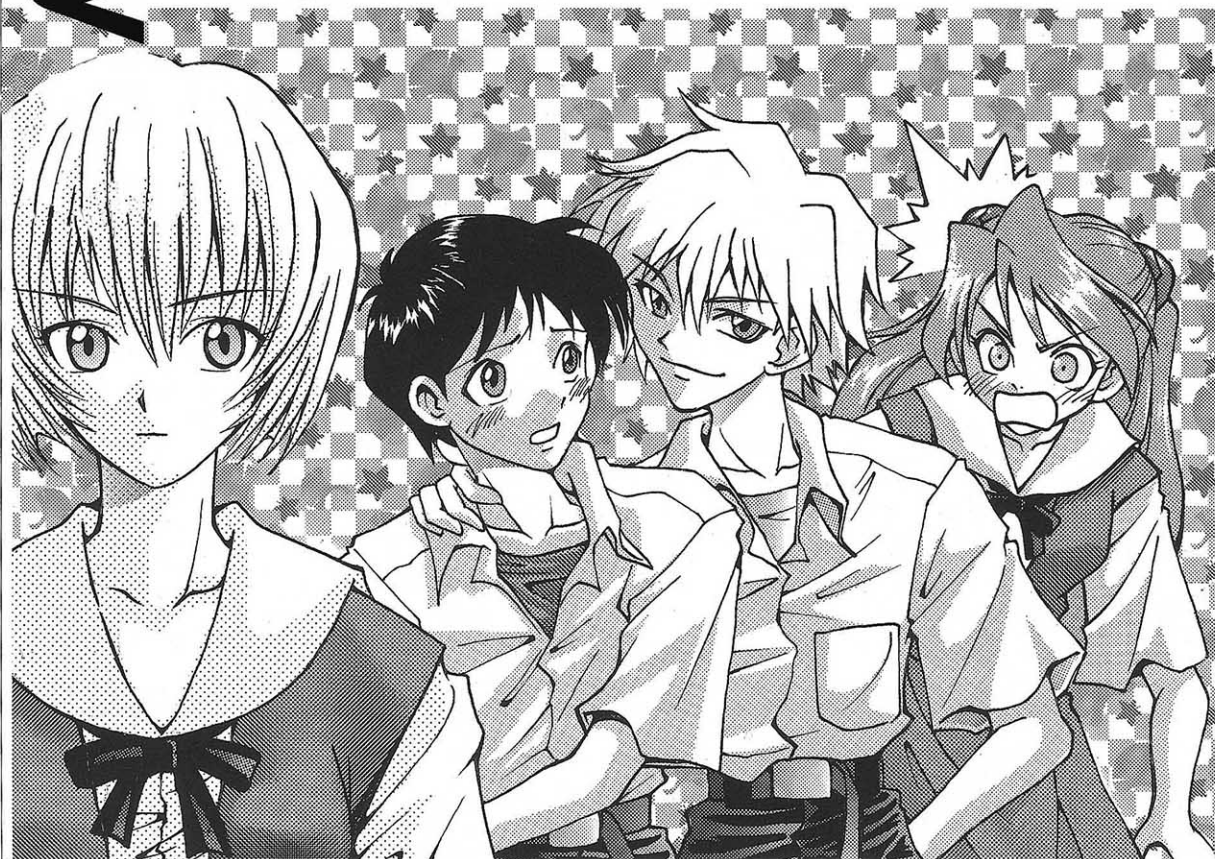
In terms of how to play specifically, you will become members of NERV such as the main characters Shinji, Misato, Asuka and Rei. The story takes place after the 17th episode of the series, starting with the disappearance of the 2nd branch of NERV in America. It covers EVA Unit 03 and Touji, the battle with the strongest Angel Zeruel and more.

How will you deal with these challenges? Depending on your actions and choices, you may end up with a different ending than the TV series. Since you are the protagonists, it doesn't matter if you talk about something different from the TV version. It doesn't matter if Unit 03 isn't taken over by the Angel or Touji isn't injured or Rei never commits suicide.

The essence of the game in this book is to overcome difficult Events and create your own Evangelion story. Please read the rules described below and try the game.

Game content

This game can be played by 2 to 6 players. But playing with just two people, while satisfying, will not be nearly as much fun as experiencing it with a full group. Please try to gather 6 players and enjoy the full potential of the game.



<p>Character cards</p> <p>Each card summarizes the characteristics of a character in the game. During the game, keep it at hand and refer to it while playing.</p>	<p>Map cards</p> <p>Cards showing the locations in Tokyo 3, such as NERV HQ and the Middle School. Place these on the map and use them during the game.</p>	<p>EVA cards</p> <p>Each pilot uses an EVA card. They are kept by each pilot as proof that the EVA can be operated.</p>	<p>Angel cards</p> <p>Each card depicts an Angel, the enemy of humankind and the enemy of NERV. The Angel's combat abilities are summarized on it.</p>
<p>Battle cards</p> <p>These cards determine how much damage you can do to an enemy during battle, and how much damage you take.</p>	<p>Utility cards</p> <p>These represent special weapons that give you an advantage in battle and various things that help you in the game. They can be earned during play.</p>	<p>Event cards</p> <p>These cards determine what Event will occur on that day. Once a day, turn over an Event card over to decide that day's Event.</p>	

Figure 1 Card Types

In addition, we have prepared special rules for playing alone, so you can try that as a dry run before playing with a group.

One of the people participating in the game will be the moderator called "The Commander" and the remaining players will participate in the game as members of NERV.

Only one of the five character's listed below can be selected by each player.

- Shinji Ikari
- Misato Katsuragi
- Ritsuko Akagi
- Asuka Langley Souryu
- Rei Ayanami

If you have a small number of people, we recommend that you select characters in the order they are listed above. If there are three, one will be the commander and the other two will choose Shinji and Misato.

Usually, most games are games in which everyone competes to win or lose, but this game is different. The purpose of the game is to cooperate with all the people who have become members of NERV and protect the City of Tokyo 3 and NERV Headquarters from the threat of the Third Impact. Since the content of the game begins from the 17th episode on, the Events that happen are quite difficult. Not only the Angel's direct attack, but the problems surrounding Touji are full of dangers. You must overcome those difficulties and protect the city of Tokyo 3.

Things to prepare

In order to play computer games, it is necessary to prepare a monitor for the computer, game software, power supply, TV, etc. Similarly, some of the items introduced in this book have to be prepared for you to play.

Let me give you a list of what you need.

1. The Dead Sea Scrolls (part of this book)
2. Exclusive cards (included in this manual)
3. Character pieces (part of this book)
4. Geofront map (attached to this book)
5. A copy of the calendar (included in this book)
6. 2 dice
7. Writing instruments

You can start the game by collecting the above 7 items. Let's explain what they are and how they are used.

1. Dead Sea Scrolls

In the anime, the Dead Sea scrolls foretold the future of mankind. In this game, the Dead Sea Scrolls refer to the scenarios to be played. They are like the story in a computer game or screenplay. They describe all the Events that occur during the game and are included in this book in two chapters. The first scenario is the story from episode 17 to episode 19. The second scenario recreates from the twenty second to the twenty fourth episode. Please choose whichever you prefer

2. Exclusive cards

The dedicated card is the card attached at the end of this manual. "Please separate them one by one. There are several types of cards, and they have different uses (Fig. 1).

3. Character pieces

At the end of this book, you will also find character pieces printed among the cards. Assemble the triangular pieces by cutting them out (Fig. 2). These pieces are used during the game to show where the characters are in Tokyo 3.

4. Geofront map

The Geofront Map is the color map that is inserted at the beginning of this manual. Use a knife or scissors to cleanly remove it from the book. The map corresponds to the display of the game board in a computer game.

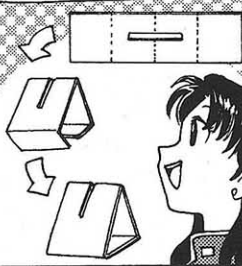
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The Advent of the Angels

First of all, cut out each piece neatly, then fold along the score lines into an A frame.

Secure the bottom with glue.



Next is the card stand. Please build it in the same manner as the A frame.



Insert the card into the center groove of the completed stand.



Figure 2 How to assemble the character figure



Figure 3. Game Layout

5. Copy of dedicated calendar

The dedicated calendar is printed on the back of the map. Please copy it at any convenience or office supply store. You will need one copy for each player who participates in the game, so please make a copy for each person.

This calendar acts as a kind of diary, keeping track of what happened in the game. You'll need a new calendar each time you play the game, so it's a good idea to make several copies.

6. A pair of dice

I don't think I need to explain what dice are. There are no problems with playing the game if you have only two, but it is a good idea to have a lot of dice. If possible, you should have two dice for each person participating in the game.

Dice can be purchased at stationery stores and hobby shops. Also, if you have a big bookstore in your neighborhood, they probably sell beautiful, clear dice. Let's find out.

7. Writing instruments

Writing instruments are used to record the details of the Events on the calendar as well as keep track of numerical values. Anything you can write with will do. If you plan on keeping a calendar of your playing records for a long time, it's a good idea to fill it in with something that is hard to erase, such as a ballpoint pen. However, in that Event, it will be difficult to correct it, so be careful not to make a mistake!

Once you have these, give each player a copy of the calendar and writing instruments. If you have enough dice, try to spread them around evenly.

Once you have decided which of the two Dead Sea Scrolls scenarios to play, you are ready to go (Fig. 3). After that, preparations differ slightly for each Dead Sea Scrolls adventure, so please look there and follow the instructions.

How to roll the dice

Characters have a lot of challenges to overcome to win the game. What's more, you can't just succeed automatically at everything you want to do.

Take Shinji as an example. Most of his struggles deal with either controlling his EVA or trying to communicate with his father Gendou. He has his shares of successes, but more often than not he fails, especially when it comes to the latter.

In this game, the dice decide whether or not these actions are successful.

There are three rules for rolling dice.

1. Roll two dice at the same time and total them. An odd result means Success. An even means Failure.
2. In the case of an action that is rolled for a character's "Strength" an even number will still be a success except for "2" and "12."
3. In the case of an action that is rolled against a character's "Weakness" an odd number will be a failure except "7." Rolling 7 is lucky and always succeeds.

Usually, when you are instructed to roll dice in the Dead Sea scrolls, you will follow the basic rules of "odd succeeds" and "even fails."

But Strengths and Weaknesses that each character has can influence their success. For example, Rei is good at staying calm and Shinji is bad at communicating. To reflect these characteristics each has certain Strengths and Weaknesses. Rei's Strength is [Calmness], and Shinji's Weakness is [Negotiation].

When rolling for Strengths, even numbers succeed, unless "2", "12." is rolled. Likewise when rolling for a Weakness, odd numbers fail unless the roll is "7". Please refer to the list of "Strengths and Weaknesses" of each character (Figure 4).

Seven is Lucky!


If you roll a "7", you can draw a Utility card (Fig. 5). You can only have two Utility cards in your hand at a time so if you get a third one, please return it to the stack. It is to your advantage to use Utility cards often as rolling "7" is a common result.

Figure 4 Strengths and Weaknesses

	STRENGTHS	WEAKNESSES
Shinji	EVA Synchro, Stress Relief	Quick Action, Negotiation
Misato	Quick Action	Calmness
Ritsuko	Calmness, Studying	Quick Action
Rei	Calmness, Patience	EVA Berserk, Negotiation
Asuka	Quick Action, Observation	Calmness, Patience

Figure 5 Utility card list

UTILITY **Casual Kindness**




This Card can be used at any time. You can use it to reduce the stress of one person other than yourself by 2 points. This card can only be played on someone at your location.

UTILITY **Show some Spirit!**




You can use this card when you roll an even number on the dice. You can use this to cancel the even numbered result of any roll and treat the number rolled as a 7.

UTILITY **A word of Encouragement**




You may use this card when a person other than yourself rolls an even number on the dice. That person can instead roll the dice again. This card can only be played on someone at your location.

UTILITY **n2 Bomb**




If you succeed in [EVA Manipulation] when you use this card, you can draw 4 battle cards. If you fail, you can still draw 2 battle cards. If a non-EVA pilot draws this card, return it to the pile and draw again.

UTILITY **Lance of Longinus**



You can unconditionally draw 6 battle cards and double the damage done. This card can only be used when the NERV's HP is 10 or less. If any one other than Misato draws this card, return it to the pile and draw again.

UTILITY **Frigate Ship**



You can use this card to negate one attack by the Angel. If a non-EVA pilot draws this card, return it to the pile and draw again.

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How to play the game

Now, let's introduce how to play the actual game.

The game progresses one day at a time. After completing all 8 steps that comprise one day, the game then moves to the next day and repeats the same 8 steps.

Each stage in the game, beginning, middle and end, is comprised of 6 days. The game is over if you make it through 18 days in total (including 6 days in the beginning, 6 days in the middle, and 6 days in the end), during which you successfully defend Tokyo 3 (and NERV HQ).

When you play the first episode of the Dead Sea Scrolls which reproduces episodes 17 to 19, you will find the first stage is episode 17, the middle stage is episode 18 and the end stage is episode 19.

Once you have learned how to proceed through each day, you will find the steps easy because they are repeated. So, let's explain the steps for each day.

COLUMN① Harmonics

Harmonics is a number related to the EVA pilots Shinji, Rei and Asuka. The higher this number, the higher the synchro rate with the EVA, and the more accurate shooting will be. If this value is zero, the EVA synchronization rate has fallen below the required minimum value, and the EVA will not start. In order to increase this number, you have to spend a day at NERV HQ and roll the dice for [EVA Synchro] to succeed. Successful pilots can increase their harmonics by 1.

COLUMN② NERV HP

The mission of NERV is to repel the Angels, and prevent contact between the captured Angel Lilith sleeping deep beneath NERV HQ (in Terminal Dogma) and the attacking Angels. Even if the EVAs survive, all is lost if NERV is breached. NERV HQ's HP (hit points) indicates its defensive power against the Angel. If this reaches zero, the Angel is considered to have successfully contacted Lilith and the game ends immediately. Whether NERV's defenses can be effective depends on Misato's success at Operation Command. In order to raise this number, Misato has to spend a day at NERV HQ and roll the dice for [Operation Command] to succeed. If successful, she can increase NERV's HP by 10.

COLUMN③ EVA HP

This is a numerical value that shows the strength of the EVA. If this becomes zero, the EVA will not be able to participate in battle. Since the EVA is the only weapon that can defeat the Angels, it is necessary to raise the HP of the EVAs as much as possible before the battle begins.

In order to raise this number, Ritsuko must spend a day at NERV HQ and roll the dice for [EVA Support] to succeed. If successful, she chooses which one of the EVA's increases its HP by 1. Only 1 EVA HP can be increased per day.

COLUMN④ Stress

Stress adds up at the end of each day. Of course, this number can also be lowered. If this number is too high in a pilot, that EVA will easily run out of control. Similarly Misato and Ritsuko can hinder [Operation Command] and [EVA Support] if their stress is too high. Misato and Ritsuko will be penalized during battle if their stress exceeds 5, so be sure to control their stress well. Please check the back of the character cards to find out how stress increases and how to reduce stress for each character.

- Step 1. Decide where to spend the day
- Step 2. Place character pieces on the map
- Step 3. Turn over the day's Event card
- Step 4. Move people involved in the Event
- Step 5. Move people unrelated to the Event
- Step 6. Solve the Event
- Step 7. Check value increases and decreases
- Step 8. Record on the calendar

That's all. Let's take a closer look at each of these steps.

Step 1. Decide where to spend the day

The first thing to do is decide where to spend the day. Depending on the scenario these could include NERV Headquarters, the Middle School, Misato's Apartment, Downtown, etc. You can only choose from the locations established in the Dead Sea Scrolls for that scenario.

The default is to select NERV HQ. This is because it is there that you can raise important values in the game such as "Harmonics" (Column 1), "NERV HP" (Column 2) and "EVA HP" (Column 3).

The higher these numbers are, the more advantages you will have in the battle with the Angels when it happens. So you should go to headquarters as much as possible. However, if you only go to NERV HQ, your "Stress" (column 4) will rise. If this number gets too high, the EVA will go Berserk or orders will be confused in battle. Therefore you need to choose a place to rest to bring stress down. The place to go to rest depends on each character, so please see the Character cards (page 43) for details.

After deciding where to go, write the location on your calendar (Figure 6). At this point, keep your location secret to other members.

Step 2. Place the characters on the map

On the Commander's say-so, all players place their character pieces at the locations marked on their calendars in step 1 at the same time.

This is the first time you'll reveal your chosen location to the other players. Depending on the character, it may be stressful if you are in the same place, so keep it secret until this point.

Example: Asuka gets stressed when she is in the same location as Rei.

Step 3. Turn over the Event card

There will be one Event per day in this game. There is considerable difference in the content of each Event, from "Angel Attack" to "I'm invited by Hikari to buy a side dish for lunch." Each card has a number that determines the Event. The Dead Sea Scrolls contain the content of the Events that correspond to the card number. The Commander turns to the indicated passage and reads the revealed information.

Step 4. Move people involved in the Event
Depending on the Event, some characters may be forced to move from the place they originally selected to another place. In that case, move the character piece to the designated location immediately and write the result on the calendar.

Example: Shinji chose his middle school in Step 1. However, the Event "Harmonics Test" occurs and as a pilot, Shinji is called to NERV headquarters.

Shinji must move his piece to NERV headquarters and note that on the calendar.

Step 5. Move people unrelated to the Event

If you don't like the location you originally selected, and you were not called to the location of the Event, you can attempt to relocate to another location in this step. For example, if Asuka chose the same location as Rei but doesn't want to be near her, or if she wants to help resolve the Event, the ability to move is quite useful.

By rolling the dice for [Quick Action], a successful character can move to another location.

Step 6. Solve the Event

The solution for each Event is described in the appropriate Dead Sea Scrolls passage. Roll the dice as instructed in the Dead Sea Scrolls to see if you can successfully resolve the Event. If there is a character who has moved to the place where the Event occurred due to [Quick Action] etc., it may be possible to help resolve the Event. Again, follow the instructions in the Dead Sea Scrolls.

Step 7. Check value changes

At the end of step 6, the characters at NERV headquarters have the chance to increase the value of harmonics (Shinji, Rei, Asuka), NERV HP (Misato) and EVA HP (Ritsuko). Roll the dice and increase the point value for each successful roll.

Step 8. Record on the calendar

At the end of the day, record what the day's occurrences. The most important thing is to check the numerical values. If harmonics or HP increase, you need to record that. I also calculate stress here. Conditions for increasing and decreasing stress are set for each character, so follow the instructions to calculate stress. If more than one condition applies, the effects will overlap. If you moved in step 4 or step 5, your stress is not based on where you chose to go in step 1, but rather where you were during the Event.

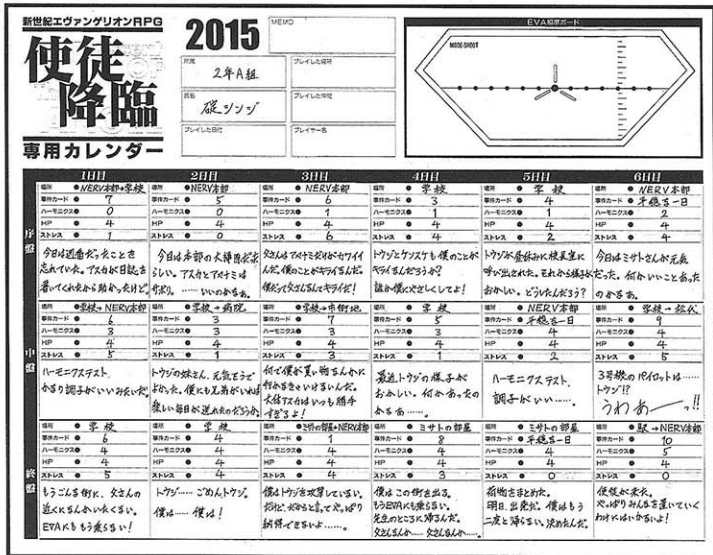


Figure 6 Calendar entry example

Example 1: Misato spends a day at NERV HQ. Stress increases by 2.

Example 2: Misato tried to spend time in her Apartment to reduce the stress, but was called to NERV HQ by the Event card. In this case, her choice to go to the Apartment will be invalid. By being in NERV HQ, stress rises by 2. In addition, the stress also increases by 2 for being called to the Event, so the total stress will increase by 4 points.

Example 3: Misato selected NERV HQ in step 1, but succeeded in [Quick Action] in step 5 and decided to rest in her apartment. In this case, since she was not called by the Event, there is no increase in stress. Also, since the initial choice to go to NERV HQ is ignored, she ends up with one less stress because she was only ever in her Apartment.

How to fight

NERV's greatest mission, and the climax in this game, is the battle between the EVAs and the Angels. In the early part of the game, players try to increase the various values in preparation for this battle. How are those numbers actually used in battle? Let's explain how to fight the Angels, and how the values impact combat.



Battle Order

Battle order is divided into two parts.

1. EVA startup
2. Combat

Let's explain what they are like.

1. EVA startup

This is what the pilots must do before they can sortie.

First, the Commander rolls two dice and totals the roll.

The pilot then rolls two dice and totals that roll. If this value is the same or greater than the die roll of the Commander, the EVA will boot successfully. If not, you must roll the two dice while looking at the EVA Activation Penalty Chart (Figure 7) and follow the instructions on the roll.

The pilot can roll the dice the same number of times as his or her harmonics value, and if at least one of those rolls is the same number or greater as the dice thrown by the commander, it means that the EVA was successfully activated.

2. Combat

After the EVA starts, it's time for battle.

1. Battle Order
2. Ritsuko's EVA Support
3. Asuka's attack
4. Rei's attack
5. Ritsuko's analysis
6. Angel's attack
7. Shinji's attack
8. Misato's Operation Command

I will repeat it in that order, explaining what each step does.

EVA launch penalty table

- 2 You must run twice as many Berserk checks as usual
 - 3 All functions stopped! Berserk check must be performed
 - 4 It won't move! This time when you are targeted by the enemy you take twice as much damage as usual.
 - 5 Don't move! When you are targeted by the enemy this time, you will be hit
 - 6 Minimal reaction... Immediately perform startup check again
 - 7 The EVA starts without problems even if there was a system error
 - 8 The EVA starts, but stress rises by 1.
 - 9 The EVA starts, but stress increases by 2
 - 10 The EVA starts, but harmonics decrease by 1 and stress increases by 2
 - 11 The EVA starts, but harmonics decrease by 2 and stress increases by 2.
 - 12 The EVA starts, but harmonics decrease by 3
- *If the EVA doesn't launch, check the activation again in the order of your attack.

EVA Support table

- 2 An error occurred at the outlet! Any 1 EVA Unit loses its next 2 actions
- 3 Success in adjusting synch rate! Any 1 EVA succeeds without rolling the dice next time
- 5 Increased synch rate! Harmonics value for any one pilot increases by 1
- 7 All EVA function's improved! The Angel's attack is nullified this turn
- 9 Self-healing function improved! Any 1 EVA Unit is restored by 1 HP
- 11 Self-healing function upgraded! Any two EVAs are restored by 1 HP
- 12 Poor maintenance. Any 1 EVA firearm in play becomes useless for the rest of this battle

1. Ritsuko EVA Support

Ritsuko can assist the EVA battle by operating from headquarters. An "EVA Support table" (Fig. 8) is provided on the back of the character card, so while watching it, roll two dice and follow the instructions given.

2. Asuka's attack

Asuka in EVA Unit 02 can attack the Angel. There are two types of attack methods, fighting and shooting, so choose which one to use before making an attack. Note that the Angel's AT field must be neutralized, so some of the three EVAs must fight while others can work to neutralize the AT Field. If you have only one EVA, you will have no choice but to fight.

Fighting... Roll two dice together. An odd number is a hit and the attack hits. You damage the Angel by one battle card (Fig. 9).

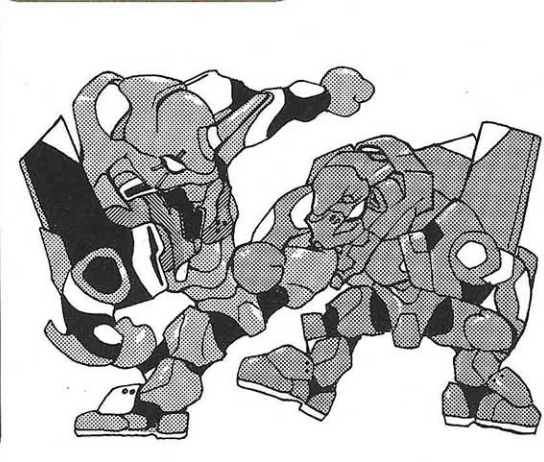
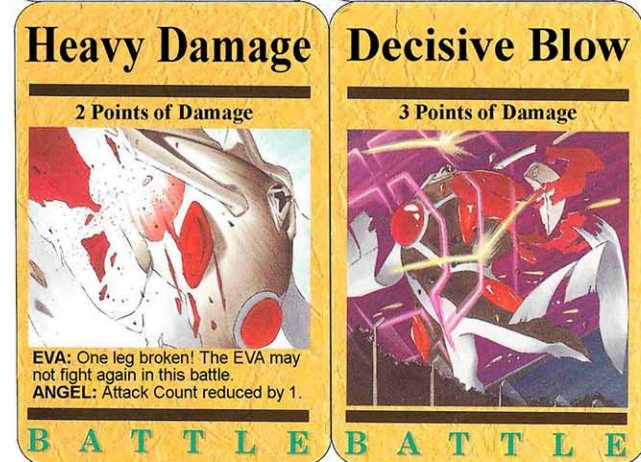
In the case of Asuka, because she has particularly good ability as a pilot, you can roll the dice twice when a pilot normally only get to roll once. If you get an odd number even once in those two rolls, the attack is a hit.

This is an Asuka-only ability. Rei and Shinji can only roll the dice once. Please return the drawn battle card to the pile again and carefully shuffle it.

Shooting... Look at the calendar. On it is a board that simulates the targeting system in the cockpit (Fig. 10). Use this for shooting. At the start of battle, the aim is at the very edge of the board (on either side). Roll two dice for every point of harmonics the pilot has. For every time an odd number was rolled, move the aim to the center of the board by one mark.

When the aim is at the center, the shot is a hit. The scale is divided into 6 marks, so if you roll an odd number 6 times, you will hit the target. If you're unlucky or your harmonics aren't high, you won't be able to hit with a single attack, but you can keep the aim once moved until your next attack.

If you hit with a shooting attack, you draw 3 combat cards and damage the Angel by the total amount. Return the drawn battle cards to the pile again and carefully shuffle it.



3. Rei's attack

Rei is in EVA Unit 00 and can attack the Angel. There are two types of attack methods, fighting and shooting, so choose which one to use before making an attack. The way to roll the dice is the same as for Asuka, so please refer to that. Since the Angel's AT field must be neutralized, one of the three EVAs should work to do that. If you have only one EVA left, you may have no choice but to fight.

4. Ritsuko's analysis

This is Ritsuko's second action. Roll two dice. If the result is an odd number, Ritsuko may choose which EVA will be attacked by the Angel. For example, if the HP of Unit 01 is higher than that of other EVAs, she can assign the attack by the Angel to be directed at the Unit that is less likely to be knocked down. If the result is even, the Angel will randomly attack an EVA. The Commander rolls a single die. If the roll is 1 or 2, Unit 00 is attacked. If it is 3 or 4, Unit 01 will be attacked. If the result is 5 or 6 Unit 02 will be attacked. The Commander should amend this to reflect the EVAs participating in the battle (for example if there are only two EVAs in combat or if Unit 04 is fighting as well).

Figure 10 EVA Targeting board

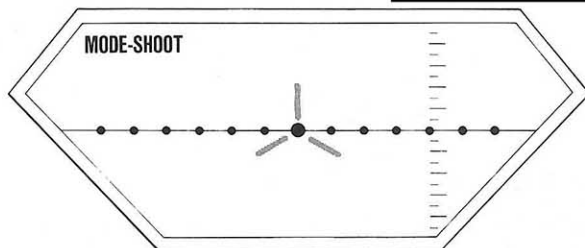


Figure 11 Operation Command Table

2. Falling rocks at NERV headquarters! Receive 20 points of damage at once
 3. The armory building is unlikely to be damaged. HP of NERV headquarters recovers by 10 points
 4. The command circuit is temporarily broken! Unconditionally lose 15 points and you can't roll the dice next turn.
 5. No damage to Tokyo. You can continue fighting as it is!
 6. Only the weapon building was blown away. 5 points of damage
 7. A successful pilot can draw an extra combat card
 8. Serious damage to transportation. 5 points of damage
 9. The damage is so small that it cannot be accounted for. The battle can continue!
 10. Hit to the armor plates! Damage of 10 points
 11. Predictive! 1 EVA Unit gains an extra turn!
 12. Clear instruction mistake! All EVA units damaged by 1 Battle Card each
- *NERV HQ will be damaged by this table



5. Angel attack

The Angel's attack method and the number of battle cards vary depending on each Angel. The instructions are written on the back of the Angel card, so the Commander should roll the dice according to the instructions.

6. Shinji's attack

Shinji is in EVA Unit 01 and can attack the Angel. There are two types of attacks, fighting and shooting, so choose which one to use before making an attack. Note that the Angel's AT field must be neutralized, so some of the three EVAs should work to neutralize it. If an EVA becomes the last Unit, you may have no choice but to fight automatically. Also, only Unit 01 has a special ability that occurs when its HP becomes 0. There is a possibility that it will start moving again after it has been deactivated. When the HP reaches 0, restart the EVA just as before the battle. If this is successful, Shinji and Unit 01 will have a sink ratio of 400% and can be revived. If it fails, it will not restart.

If revived, Unit 01 will have the following capabilities.

* HP becomes 10

* Each time your attack turn comes, HP recovers 3 points (increased), and the damage of the battle cards triples

7. Misato's Operation Command

Misato's job is to coordinate the battle and minimize damage to NERV headquarters. Please roll two dice.

There is an "Operation Command Table" (Fig. 11) on the back of Misato's character card, so check it against the results and follow the instructions.

When the HP of the Angel reaches 0, the battle ends with a victory on the NERV side.

If the HP of all EVAs becomes 0 or the HP of NERV becomes 0, the game is over immediately and humanity has lost.

EVA Berserk

In the text of some Dead Sea Scrolls and the battle cards, you may be instructed to "check for EVA Berserk." In this Event, the target pilot must immediately perform an EVA Berserk check.

If you roll two dice and get an odd number, EVA succeeds and the EVA does not run away. If you get an even number, you must refer to the "EVA Berserk table" on the back of the character card and follow the instructions. This check is done for as many stress points as the pilot has. If you have a stress of 3, you have to roll the dice 3 times and succeed all 3 times. It is a failure if an even number is rolled.

Rei has [EVA Berserk] as a Weakness, so even if an odd number comes out, she will fail unless she rolls a "7".

Increase or decrease the number during battle

This is a rule only for EVA pilots Shinji, Rei and Asuka. When they roll a "7" in battle, they can choose to get a Utility Card or raise harmonics by 1. Similarly, if the dice roll is a double (two of the same number), the stress will be increased 1.

The higher the harmonics, the easier it is to hit, and the higher the stress, the more likely the EVA will go Berserk. Keep these in mind as they are both important rules.

This concludes the explanation of the rules. It may seem annoying if you just read it in sentences, but when you play, the rules are actually quite simple. Still, some may be concerned about not knowing the best strategy to play. Therefore, I have posted advice on how to play each character. Please gather a group of friends and other EVA fans and play with this as a reference.

Figure 12 Shinji's Character Card

NERV UN

イカリ シンジ SHINJI IKARI

Strength	Weakness	00011100101
EVA Synchro	Negotiation	
Stres Relief	Quick Action	
	Combat Ability	
	EVA Pilot	

0001-137-22

Location benefits and modifiers

- Success of [EVA Synchro] at NERV HQ increases harmonics by 1.
- Increase stress by 3 at NERV HQ
- Increase stress by 1 when called elsewhere by an Event card
- Successful [Stress Relief] reduces stress by 1.
- Stress is reduced by 2 when Stress Relief is performed in the presence of Touji (usually at school)

EVA Berserk table

2. Complete Berserk! Defeat the Angel, but also destroy NERV HQ down to 10HP
4. Damage NERV HQ HP by 15 and stop functioning. Unit 01 suffers 2 damage
6. Damage NERV HQ HP by 10 and stop functioning. Unit 01 suffers 2 damage
8. Damage any 1 EVA and Unit 01 by 2 battle cards and stop functioning
10. Damage all EVAs by 2 battle cards and stop functioning
12. Complete Berserk! Defeat the Angel, but battle all other EVAs until Unit 01 stops and Berserk ends

NEON GENESIS EVANGELION RPG

Victory method for each person

Shinji | The Method of Ultimate Victory

Shinji has a special ability that is granted only to the protagonist. Before introducing his winning strategy, let's first explain his abilities.

[Stress Relief]

Shinji can handle stress once a day during step 8. Since Shinji has the advantage of this ability, he can reduce the stress by 1 by rolling two dice except if he rolls doubles (Fig. 12).

Also, if he goes to a place with Touji (such as the middle school), his stress will be unconditionally reduced by 1 point, so if he succeed in [Stress Relief], he can reduce his stress by 2.

Let's have a look at his special ability and explain the winning method.

In the case of Shinji, the relocation in step 5 is almost impossible because [Quick Action] is a weakness for him. So he must decide where to spend the day first and act accordingly.

It will be common for him to alternate between NERV HQ where he can increase his harmonics and the middle School, where it is easier for him to reduce stress, every other day.

Stress may increase when he is called by Events, so when his stress begins to rise he should leave NERV headquarters for the time being and keep going to school until his stress drops below 2.

Misato | The Method of Ultimate Victory

Misato's everyday struggle will be managing the Event. As the chief of operations, she is often called by the Event, so she will suffer from stress.

Therefore, she should choose NERV HQ in step 1. It's 100 times better than being called there and raising stress that way. Fortunately, [Quick Action] is one of her strengths, so she should be able to move freely in Step 5 (Fig. 13).

In Step 5, she should try to move to where Shinji is if there are no other characters around him or head for the park on the hill to reduce her stress. Keep those as your first goals, and devote your remaining days to increasing NERV's HP.

Figure 13 Misato's Card

Strength	Weakness	0011001010
Quick Action	Patience	
Negotiation	Combat Ability	
	Operation Command	

Location benefits and modifiers

- NERV's HP increases by 10 when [Operation Command] is successful at NERV HQ
- Increase stress by 1 at NERV HQ, Increase stress 1 more if Ritsuko is there
- Increase stress by 2 when called by an Event card elsewhere
- Resting in Misato's Apartment or shopping in the city reduces stress by 1.
- Relaxing at the Hilltop Park reduces stress by 2 if you are alone.
- Stress is reduced by 3 when alone with Shinji outside NERV HQ.

Stress penalties

In battle with stress of 5 or more, ignore rolls of 3, 5, 9, and 11 for [Operation Command]. Roll again.

Operation Command Table

- Falling rocks at NERV HQ! Receive 20 points of damage at once
- The armory building is functional. HP of NERV headquarters recovers by 10 points
- Communication is down! NERV loses 15 HP and you can't roll the dice next turn.
- No damage. You can continue fighting as it is!
- Only the weapons building was blown away. 5 points of damage
- A successful pilot can draw an extra Battle card till your next turn
- Serious damage to transportation. 5 points of damage
- The damage is so small that it cannot be accounted for. The battle can continue!
- Hit to the armor plates! Damage of 10 points
- Accurate Prediction! Any 1 EVA Unit can have an extra turn!
- Clear instruction mistake! All EVA units damaged by 1 Battle Card each

*NERV headquarters will be damaged by this table

NEON GENESIS EVANGELION RPG

Figure 14 Ritsuko's Card

Strength	Weakness	0011011011
Knowledge	Quick Action	
Observation	Combat Ability	
	EVA Support	

Location benefits and modifiers

- If you succeed in [EVA Support] at NERV HQ, the HP of any EVA increases 1.
- Stress increases 1 when you are at NERV HQ. Stress rises one more if alone at HQ with Misato.
- Spending time alone at NERV HQ reduces stress by 1
- Increase stress by 2 with Rei at the same location
- Working in Terminal Dogma increases stress by 2.
- When you are called to another location by the Event Card, stress increases by 1
- Spending time alone at Lake Ashinoko reduces stress by 2
- Stress is reduced by 3 when alone with Misato outside NERV HQ

Stress penalties

If you enter battle with stress of 5 or more, rolling 4 or 6 for [EVA Support] is treated as rolling 2.

Similarly rolling 8 and 10, has the same effect as rolling 12

EVA Support table

- An error occurred at the outlet! Any 1 EVA Unit loses its next 2 actions
- Success in adjusting the synch rate! Any 1 EVA succeeds without rolling the dice next time
- Increased synch rate! Harmonics value for any one pilot increases by 1
- All EVA function's improved! The Angel's attack is nullified this turn
- Self-healing function improved! Any 1 EVA Unit is restored by 1 HP
- Self-healing function upgraded! Any two EVAs are restored by 1 HP
- Poor maintenance. Any 1 EVA firearm in play becomes useless for the rest of this battle

NEON GENESIS EVANGELION RPG

Ritsuko | The Method of Ultimate Victory

For Ritsuko, planning ahead is very important. In her case, [Quick Action] is a weakness, so relocating in step 5 is almost impossible (Figure 14). She will need to spend her day in the place she originally decided.

However, if she selects NERV HQ when Rei or Misato are there at the same time, her stress will increase by 5 points at a stretch. Even if one of them is unavoidable, she should avoid choosing NERV headquarters when both are there. When her stress is high, she should never choose NERV headquarters. Knowing how stressful this is, she should try to go to NERV headquarters when no one else is there.

Basically, she will be alternating between NERV HQ and Lake Ashinoko, but when her stress is too much, she should try to spend time with Misato in Misato's apartment. Misato's stress will rise at a stretch, but Misato's stress is easier to reduce than Ritsuko's, so Misato, please help her out by inviting her over.

Rei | The Method of Ultimate Victory

Her normal routine will be alternating between NERV headquarters and Terminal Dogma. Especially important for her is Terminal dogma. She gains two stress points if she doesn't go Terminal dogma for three consecutive days (Figure 15). For Rei, whose [EVA Berserk] is a weakness, even one point of stress can be fatal. If you go out to Terminal dogma on the 3rd day, but are then called to the Event, you will not be able to avoid this stress. Moreover, once it's been over 3 days, the stress will continue to rise until you go to the Terminal Dogma.

Example: If you did not go to Terminal Dogma for 3 consecutive days, and you do not go there on the 4th day, you would not have been going to the dogma for 4 consecutive days. Stress will again increase by 2 on that fourth day. Rei is less likely to get stressed in general, but it's also very difficult for her to get rid of stress has gone up. Her best chance to reduce stress is to spend time alone with Shinji, preferably at the Middle School.

Figure 15 Rei's Card

NERV UN

アヤナミ レイ REI AYANAMI

Strength	Weakness	0010101101
Calmness	EVA Berserk	
Patience	Negotiation	
	Combat Ability	
	EVA Pilot	

0001-225-09

Figure 16 Asuka's Card

NERV UN

ソウリュウ アスカ ラングレー SOURYU ASUKA LANGLEY

Strength	Weakness	0001011011
Quick Action	Calmness	
Observation	Patience	
	Combat Ability	
	EVA Pilot	

0001-105-33

Location benefits and modifiers

- Success of [EVA Sync] at NERV Headquarters increases harmonics by 1.
- Stress increases by 1 when [EVA Sync] fails at NERV headquarters
- If you don't go to the Terminal Dogma once every 3 days, your stress will increase by 2
- Stress increases by 1 when alone with Asuka
- Stress decreases by 3 when alone with Shinji

EVA Berserk table

- Unit 00 destroyed and stops functioning.
- Damage NERV HQ HP by 15 and stop functioning. Unit 00 is destroyed
- Damage NERV HQ HP by 15 and stop functioning. Unit 00 suffers 2 damage
- Damage NERV HQ HP by 10 and stop functioning. Unit 00 suffers 2 damage
- Damage NERV HQ HP by 5 and stop functioning. Unit 00 suffers 1 damage
- Damage NERV HQ HP by 5
- Unit 00 destroyed and stops functioning.
- Damage any 1 EVA Unit and Unit 00 by one battle card and stop functioning
- Damage any 1 EVA and Unit 00 by 2 battle cards and stop functioning
- Damage all EVAs by 2 battle cards and stop functioning
- Unit 00 is completely destroyed. Damage the remaining EVAs by 2 combat cards

綾波レイ

NEON GENESIS EVANGELION RPG

Location benefits and modifiers

- Successful [EVA Synchro] at NERV HQ increase harmonics by 1.
- If other people succeed in [EVA Sync] and you fail, increase stress by 1
- Stress increases 1 when you are at NERV headquarters
- Stress increases 1 with Rei
- Stress increases by 1 with Misato outside NERV HQ
- Increases stress by 2 when called elsewhere by an Event card
- Being alone with Shinji reduces stress by 3 (however, if Shinji's harmonics are 5 or above, this bonus is not available)
- Spend one day alone in the city or at Lake Ashinoko to reduce stress by 1

EVA Berserk table

- Damage NERV HQ HP by 15 and stop functioning. Unit 02 suffers 2 damage
- Damage NERV HQ HP by 10 and stop functioning. Unit 02 suffers 2 damage
- Damage NERV HQ HP by 5 and stop functioning. Unit 02 suffers 1 damage
- Damage any 1 EVA and Unit 02 by 1 Battle Card and stop functioning
- Damage any 1 EVA Unit 02 by 2 Battle Cards and stop functioning
- Damage all EVAs by 2 battle cards and stop functioning

惣流・アスカ・ラングレー

NEON GENESIS EVANGELION RPG

Asuka is the most stressful character of the five. However, she is also the character who can most easily blow off stress. Even if she feels a little stressed, if she can spend 2 consecutive days with Shinji alone, she can reduce 6 points of stress, work hard to reduce it quickly. As with Misato, she has the advantage of [Quick Action], so it is recommended she select NERV headquarters first, assuming that if she needs to, she can relocate in step 5 (Fig. 16).

Keeping a diary

The calendar is used for keeping track of harmonics and stress, but if you just use it as a calculation sheet, it will be dull. Even though it is a fictitious life, you will still get to experience living in Tokyo 3. Keeping a diary is a great way to remember your adventure. Every day, jot down what happened on that day and what you thought about it. You don't need to be a great writer. But when you are Shinji or Misato, just write about what you imagine they would feel.

It is also recommended that when you talk while you are playing the game, please keep in mind the voices and attitudes of the characters. It will be easier to record on the calendar and the sense of presence in the game will increase. I have included examples of the calendars from an actual game which I wrote at the time. Please refer to this and keep a record of your own adventure (Fig. 17). Posting and sharing these records can also be a way to encourage others to become familiar with the game.

Figure 17 Calendar Examples



使徒降臨
The Advent

[One point lesson]

Each character has his or her own quirks and characteristics, so if you exaggerate these, you can write a diary that is unique to that person. Misato, is very serious and enthusiastic. Asuka is impulsive and tempestuous. Ritsuko diary will be a very clinical record of NERV's activities. However, there is a person whose voice is very difficult to capture. That is Rei Ayanami. Her words are few and her inner and outer feelings are tempered. Expressing this is difficult. What I and my players devised is a "three-word expression method."
 "Rain...Cold water...Tears of that person..."
 "School...like a bird's nest...Where Ikari-kun is...", and so on.

Don't you think her thoughts would be something like that?
 While writing, you may be able to come up with a better method, but until then, I recommend for Rei's diary trying this "3 word expression method."

The Commander

Finally, I will explain the role of the Commander.



The Commander has three main roles.

- Moderator
- Management of the Dead Sea Scrolls
- Management of the Angels

• Moderator
 Given the name "The Commander," this person is the supreme power in the game. You have the right to control the flow of play. You can control all the progress, not only by calling out "Move!" in step 2, but also by prompting players to calculate stress and instructing them when to move to the next step. Beyond that, the management of the game is entirely up to you.

• Management of the Dead Sea Scrolls
 Of all the people who participate in the game, only the Commander is allowed to know everything. Only the commander can read the Dead Sea Scrolls. Once the Commander turns over the Event card in step 3, the Commander reads the Dead Sea Scrolls for the details of the Event and tells everyone what happens.

• Management of the Angels
 The Commander manages the Angel's HP, rolls its attack dice and draws the battle cards. The Angel Cards detail the appearance of the Angels and their abilities. But the players don't know what these are. Keep the Angel's abilities a secret and only reveal them to the players as they would naturally become aware of them during battle.

As you can see, the Commander in the game is an omniscient power. The responsibility increases as the game progresses and the Dead Sea Scrolls are read. But you also get to enjoy different fun aspects of the game you will not experience as just a player playing Shinji or Misato. In the first place, only you know everything. And how you reveal the Event and manage it affects the fate of others. This in itself can be fun. Please enjoy playing the Commander. And feel free to imitate Gendou when it suits you, placing your folded hands before your face and saying "I see."

So, the time for explanations is over. If this was a computer game, it would be time to stop reading the instructions and finally turn on the power!

Side note: Now that there are more than 10 million people in Japan who are die-hard EVA fans, there must be some serious EVA fans around you. Be courageous and by all means invite others to play this game. Experiencing the excitement and energy of playing with a group is different from simply reading manga, listening to music, playing computer games, etc. Let's all aim for sharing true EVA communication!

Dead Sea Scrolls

Introduction to the Dead Sea Scrolls

Part 1

Part 2

Episode:3

Chapter 3

SCENARIOS

Dead Sea Scrolls Contents

Everything that will happen during the game from this point on has been written in the Dead Sea Scrolls. Only the Commander is allowed to read it, so please do not read any further unless you intend to be the Commander. There are two Dead Sea Scrolls scenarios. The first is based on the TV series from episodes 17 to 19. The second part is based on the story from the twenty-second episode to the twenty fourth. The Dead Sea Scrolls are divided into the following six parts.

1. Confirm story
2. Conditions at the start of the game
3. Contents of the Early Stage Events
4. Contents of the Middle Stage Events
5. Contents of the End Stage Events
6. Ending

Let's explain the contents of each part in more detail.

1. Confirm story

This summarizes the story up to that point in the TV series, which is the basis of the Dead Sea Scrolls. Although the scenario is based on the TV series, it is possible to develop the game to go in original and unexpected directions. This is explained here.

2. Conditions at the start of the game

Numerical conditions such as EVA HP, NERV HP, and the pilots' harmonics at the start of the game are given here.

3. Contents of the Early Stage Events

The game is divided into a beginning, middle and end, like the Acts in a play. If you are playing the first scenario, the first Stage begins at episode 17, and if it is the second scenario, the story picks up with episode 22. Ten types of Events are prepared to reproduce each segment of the story in each Stage.

Each Event detailed in the Dead Sea Scrolls is numbered from "1 to 10" and corresponds to the numbers on each Event card. When you draw the "Event 1" card, Event number 1 occurs. There are 10 different events possible, but in the Early Stage you will only draw 6 Event cards, including 2 that will not cause an Event but rather lead to a "Peaceful Day".

In this game, only 4 to 6 Events will occur on average per Stage. Thus if the game is played multiple times, almost half the events will not be experienced, meaning that you can play the game repeatedly with completely different events and adventures from the same set of Dead Sea Scrolls.

4. Contents of the Middle Stage Events

Similar to the beginning, there are 10 types of Events available, but since only around 6 Event cards are drawn, only around half will be experienced in a single game.

5. Contents of the End Stage Events

If it is the first scenario, episode 19 will be recreated as the end of the scenario, and if it is the second scenario, the ending will correspond to the final episode of the TV series. Similar to the beginning, there are 10 types of Events, but since only 6 Event cards are drawn, half will be left.

6. Ending

This describes the conditions for ending the game and describes the ending of the story.

That's all you need to know about the Dead Sea Scrolls to begin.

Let's start with the first page of the Dead Sea Scrolls on the next page.



The Dead Sea Scroll

PRESTAGE

Dead Sea Scrolls FIRST

Dead Sea Scrolls

The Dead Sea Scroll FIRST



Confirm Story

This first scenario was made to reproduce episodes 17 through 19 of the TV series. With the disappearance of Unit 04 and the entire 2nd NERV Branch in America, NERV HQ decided to perform the start-up test of EVA Unit 03 itself. This coincided with the selection of the "Fourth Child" and getting that person's consent (Episode 17).

However, Unit 03 had been corrupted by an Angel while being transported from America. It went out of control at the commencement of the startup test. Shinji, who intercepted Unit 03, hesitated to fight an EVA piloted by another human being. So his father, Gendou, took direct command of Shinji's EVA, and switched control to a dummy plug. By activating the dummy plug, Unit 01 showed an unprecedented level of violence and defeated Unit 03, which had become the 13th Angel. This resulted in the pilot who was trapped inside Unit 03, Touji Suzuhara, being seriously injured (Episode 18).

Shinji decided to stop piloting his EVA because of the shock that he had injured his friend with his own hands and indignation that his father had made him do it. He was about to leave Tokyo 3 forever, but the 14th Angel Zeruel arrived. This was the most powerful Angel yet and it quickly defeated Unit 02 and then Unit 00 in front of Shinji.

"Do what you need to do. Don't regret it," Kaji said to Shinji as the two watched the battle rage. With Kaji's words in his ears, Shinji decided to fight. For the first time, he declared himself a pilot and boarded Unit 01. As the battle climaxed, the power was cut and Unit 01 was forced to stop its activity, but the EVA responded to the desire of Shinji's heart to protect everyone. The synchronization rate of over 400% caused a miracle, and the EVA was able to harness its true power to defeat the Angel (Episode 19).

That is the general story. However, since this is a game, this story may not play out exactly as the TV series. Based on the outcome of various Events, Unit 03 might not run out of control and might instead be involved in the fight against Zeruel.

You will create your own choices through this game.

Conditions for starting the game

First, the Commander will give everyone a copy of the calendar. Then everyone should choose a character and receive the appropriate character sheet. Once each player has chosen s character, they should all write down the numbers below that are relevant to that character in the calendar.

- Harmonics for each pilot = 0
- Shinji's stress = 2
- Stress for everyone except Shinji = 0
- HP of each EVA = 3
- NERV HP = 30

These numbers are set in consideration of the situation at the end of episode 16.

Next, prepare the cards.

- Character Cards & EVA cards
Distribute each character and EVA to the appropriate player.
- Event cards
Carefully remove the 12 Event cards ("Event 1-10" and 2x"Peaceful Day", turn them over, and shuffle into a stack.
- Utility cards
Carefully cut out all the included Utility cards, turn them over and shuffle them into a stack.
- Battle cards
Cut out all the attached cards, turn them over and shuffle into a stack.
- Map cards
The following Map Cards will be used in this scenario:

"NERV Headquarters"
 "Terminal Dogma"
 "Middle School"
 "Misato's Apartment"
 "Downtown"
 "Hospital"
 "New Hakone Yumoto Station"
 "Park on the hill"
 "Lake Ashinoko"
 "Matsushiro"
 Place the 10 cards on the map.

This completes the preparation. Now you can start the game.

Early Stage (Episode 17)

Fourth Qualified Person

EPISODE 17 : FOURTH CHILDREN

Contents of the Early Stage Events

All Events are described in the following order: [Location] where the Event occurs, [People] related to the Event, [Contents] of the Event, [Solution] of the Event, [Results] of the Event. In some Events, the "conditions" under which an Event will occur may be provided.

Event 1

Unit Exchange Experiment

[Location] NERV Headquarters

[People] Shinji, Rei, Ritsuko

[Content 1] A Harmonics test will be conducted with Shinji on board Unit 00 and Rei on board Unit 01.

[Solution 1] Initially, the experiment proceeds smoothly, but Unit 00's pulse suddenly flows backward.

Shinji must roll for [EVA Berserk].

[Result 1] Depending on the result of Shinji's [EVA Berserk] roll, there are two possible endings.

If he succeeds... There will be a moment of concern, but the experiment will end successfully. Complimented by Ritsuko, Shinji's stress lowers by 3. Ritsuko succeeds in obtaining the data for the development of the dummy plug, and Rei imagines the smile on Gendou's face. The stress of these two people is reduced by 1. The Event is over.

If Shinji fails... Shinji's spirit will be overwhelmed. Go to (Content 2).

[Content 2] Unit 00, which Shinji pilots, will run out of control if immediate action is not taken.

[Solution 2] Ritsuko must cut all the signals from Unit 00, and then Rei must use Unit 01 to stop Unit 00 from breaking free. For Ritsuko, roll the dice for [EVA Support], and for Rei, roll the dice for [EVA Manipulation].

[Result 2] Depending on the result of the dice, there are two endings. It is divided into the following categories.

If either succeeds... the damage is contained to a minimum. HP of Unit 00 is reduced by 1 point. Shinji's stress rises by 1. The other two have no change in their numbers.

If both fail... Unit 01 stops going Berserk after it damages NERV HQ. Shinji must roll two dice while looking at Rei's Berserk table and follow the instructions. Shinji's stress rises by 2. Rei and Ritsuko each have their stress rise by 1.

Event 2

The NERV USA 2nd branch disappears

[Location] NERV Headquarters

[People] Misato, Ritsuko

[Contents] Suddenly an emergency call is received. The Second NERV Branch in the US. The cause was the explosion of EVA Unit 04. In response to that, the start-up test of Unit 03 will be conducted in Japan, and future contingencies will be discussed.

[Solution] For Ritsuko, roll the dice for [Calmness] and for Misato, roll the dice for [Observation].

[Results] There are two possible endings. If Ritsuko fails to calm down, the result will be a failure. Even if Ritsuko succeeds in [Calmness], if Misato succeeds in [Observation], it is also a failure. It will only succeed if Ritsuko succeeds in [Calmness] and Misato fails in [Observation]. In the case of success... The study goes smoothly, and the start-up experiment will eventually be conducted in Matsushiro. The Event ends with no particular changes to the numbers.

In the case of failure... Ritsuko makes a lot of false statements about EVA. Misato is sensitive to the implications of Ritsuko's lies, and there is a dreadful mood between the two. In the end, it is decided that the start-up experiment will be done in Matsushiro, but the atmosphere is unbearably grim. Misato and Ritsuko each increase stress by 2.



Event 3

Operation Bento Box

[Location] Misato's Apartment

[People] Asuka

[Contents] Hikari decides to make a bento lunch for Touji. Asuka receives a phone call asking for help with the menu.

[Solution] You do not need to roll the dice to decline. If she decides to help Hikari, Asuka must roll the dice for [Observation].

[Results] There are two possible endings. If Asuka refuses... Asuka refuses the wish of Hikari, the only friend she has.

Hikari's voice on the phone seems sad. Asuka's stress increases by 3.

If [Observation] succeeds... As they work on making the meal together, Asuka notices a difference between the procedure described in the cook book and what Hikari is doing. Thanks to that fix, Hikari succeeds in making a delicious meal. Hikari is overjoyed. Asuka's stress is reduced by 3.

If [Observation] fails... Trying out the new recipe fails terribly. It was nothing Asuka did. Hikari doesn't blame her, but she can't hide her disappointment. Asuka's stress increases by 1.

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Event 4

Recruiting the 4th Child

[Location] Middle School

[People] Ritsuko, Touji

[Contents] Touji was selected as the "Fourth Child" to pilot Unit 03. As head of the e-Plan, Ritsuko must go to the Middle School to persuade him.

[Solution] In the principal's office during lunch break, Ritsuko will meet and talk directly with Touji. Ritsuko rolls the dice for [Negotiation].

[Results] Depending on the result of the dice, there are two possible endings. If successful... Touji accepts the request to be a pilot, subject to moving his sister to a well-equipped hospital. There is no change in the stress of Ritsuko or Touji. In the case of failure... Ritsuko manages to get the consent of Touji, but his negative reaction was more than she had expected, and it took a lot of time to persuade him. Although he was convinced in an effective and correct method, she feels some self-loathing because she had to negotiate conditions such as finding a good hospital for his sister. Ritsuko's stress increases by 2. Touji's stress increases by 1.



Event 5

Dummy plug development

[Location] Terminal Dogma

[People] Ritsuko, Rei

If there are other people at NERV HQ, they must leave and move to another location.

[Description] The final adjustment for the development of an ultra-top secret dummy plug, kept secret even from Misato, will occur in Terminal Dogma.

[Solution] Rei does not need to roll dice, but Ritsuko must roll for [Patience] three times.

[Results] Gendou smiles at Rei, so her stress is reduced by 1.

Ritsuko feels jealousy when she sees Gendou smile at Rei, and gets stressed by the number of times she fails her rolls for [Patience].

By the way, the development of the dummy plug is now complete, and it will be implemented in Unit 01 and ready for use in the next battle.

Event 6

Gendou appears!

[Location] NERV Headquarters

[People] Everyone at NERV HQ

[Contents] On a linear train heading to the Geofront everyone coincidentally gets on the same car as Commander Ikari.

[Solution] Shinji must roll the dice [Negotiation]. Also, if Rei and Ritsuko are both there, Ritsuko should roll the dice for [Patience] three times. Others do not need to roll the dice.

[Results] The end is different for each person. In the case of Shinji... The ending depends on the success or failure of the roll for [Negotiation].

If Shinji fails, he will be ignored by his father again, so his stress will increase by 2. If Rei is also there, Shinji will be further disillusioned when he sees his father talking to her with a smile, and his stress will increase by a further 2 points, a total of 4.

If successful, Shinji has a conversation with his dad and his stress will drop by 3. With or without Rei, it doesn't matter when he succeeds.

For Misato: The ending of Misato depends on the result of Shinji's dice.

If Shinji's [Negotiation] roll fails, Gendou's cold appearance reminds her of her own father and her stress rises by 1.

If Shinji succeeds for [Negotiation] or is not here, there is no change to Misato's stress. In the case of Ritsuko... Without Rei, there is nothing special. When Rei is present, Ritsuko feels jealous at the sight of Gendou and Rei smiling at each other while talking. Her stress increases as much as the number of times her [Patience] rolls fail.

In the case of Rei... Gendou speaks to her with a smile. Her stress decreases by 1. In Asuka's case... She has nothing to do with Gendou. There is no change.

Event 7

Weekly Diary

[Location] Middle School

[People] Shinji, Asuka

[Contents] Shinji and Asuka will be paired together for the whole week, and one of them will have to remain and write a diary.

[Solution] Both must roll the dice for [Negotiation].

[Results] Depending on the success or failure, there are three possible endings. If only Shinji succeeds... Asuka says, "I'll write the diary myself." Asuka's stress increases by 1.

If only Asuka is successful... Shinji winds up writing the diary by himself. Shinji's stress increases by 1.

If both succeed or both fail... The two will share the work and write the diary. Touji and Kensuke make fun of them, saying "Today the classroom is especially hot." Both blush but reduce their stress by 2.

Event 8

The Big Party

[Conditions] This Event will not occur unless Event 4 "Persuasion of the Fourth Child" has already occurred. If Event 4 has not occurred yet, please return this card to the deck, shuffle it carefully and draw a new Event card. It should be noted that this Event occurs after all steps of the day have been completed, that is, after step 7. Therefore, the characters will not be forced to move to this location in step 4.

[Location] Misato's Apartment

[People] Shinji, Misato, Asuka, Touji

[Contents] Toji celebrates his sister's move to a well-equipped hospital, and a dinner will be held at Misato's Apartment.

Members are the residents of Misato's apartment, plus Touji, Kensuke and Hikari.

[Solution] Shinji rolls the dice for [Negotiation] twice, Misato rolls for [Observation] twice, and Asuka and Touji each roll for [Patience] twice.

[Results] The end depends on each person.

In the case of Shinji... If he succeeds in [Negotiation] at least once in two times, he can talk to Touji who looks strange.

When he speaks, Touji returns to his usual self and speaks to him brightly, so Shinji is reassured. Stress is reduced by 3 points.

If both fail, Shinji is unable to speak, though he is aware that Touji has a strange appearance. Stress rises 1 point.

In the case of Misato... She naturally knows why Touji looks strange. She's hurt by that, so her stress increases with the number of times she succeeds in [Observation].

In the case of Asuka... She also knows the reason why Touji looks strange. In front of Hikari, she won't get furious, but there are things she can't keep bottled up. Her stress increases as much as the number of times she fails for [Patience].

In the case of Touji... Under the circumstances, he can't enjoy his sister's transfer to the hospital, and it makes him sour. Stress increases as much as the number of times his roll for [Patience] fails.

Event 9

Kaji the Pickup Artist

[Location] NERV Headquarters

[People] Everyone at NERV headquarters

[Contents] In the lobby, anyone present witnesses the scene where Kaji picks up Maya.

[Solution] Misato must roll for [Patience], Ritsuko must roll for [Negotiation], and Asuka must roll the [Calmness] dice. Others do not need to roll the dice.

[Results] The end depends on each person. Let's explain in order.

In the case of Shinji... After Maya leaves, Kaji invites him to Kaji's watermelon field where he can spend a pleasant time. Stress is reduced by 3.

For Misato... If she succeeds in [Patience], she will be able to hear special information from Kaji. There is no change in stress. If she fails, she gets angry and storms away. Her stress increases by 2.

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In the case of Ritsuko... Ritsuko, is worried that the spy's charm has drawn information out of Maya. If she succeeds in [Negotiation], she will decide no particular confidential information was divulged. There is no change in her stress.

If she fails, she learns nothing and remains concerned that Maya may have revealed secret information to Kaji, stress rises by 1. In the case of Rei... She has nothing to do with this Event, so there is no change in her stress.

In the case of Asuka... If she succeeds in [Calmness], she will only be a little jealous. Her stress increases by 1. If she fails, her anger doesn't know when to stop. Her stress will increase by 3.

Event 10

Rei's Room

[Location] Downtown

[People] Shinji, Rei

[Contents] Shinji visits Rei's room to deliver a printout of her schoolwork. Rei returns when he is cleaning up her room.

[Solution] Rei rolls the dice for [Negotiation].

Shinji does not need to roll the dice.

[Results] Depending on the success or failure of Rei's [Negotiation] roll, there are two possible endings.

If successful... Rei thanks Shinji for cleaning up. Shinji is grateful and thanks her for letting him help. Shinji's stress is reduced by 2 points. After Shinji leaves, Rei is confused by his words "thank you" and feels a complex sense of shame and joy. Rei gains 1 stress.

If Rei fails... Rei is cold and just says "Go home when you're done." Even though Shinji does not understand her, he knows there are certain things he should not do. Shinji's stress increases by 2. Rei has no change.

A Peaceful Day

If you draw this card, nothing happens. The Commander should roll one die. The person who corresponds to the number has two points less stress because he/she found the day particularly relaxing.

1. Shinji
2. Misato
3. Asuka
4. Asuka
5. Ritsuko
6. Ritsuko

Middle Stage (Episode 18)

The Choice of Life

EPISODE 18 : AMBIVALENCE

Contents of the Middle Stage Events

The description of the Events in the Middle Stage is the same as the beginning.

If you pull either Event 9 or Event 10, you will be fighting Unit 03. When this battle is over, the middle stage is over. Even if it is less than 6 days. The game will move to the final stage.

If Events 9 and 10 are not drawn even after 6 days have passed, it means that no battle has occurred and the game moves on to the end stage.

Event 1

Matsushiro Business Trip

[Location] Matsushiro

[People] Misato, Ritsuko

[Contents] Misato and Ritsuko, will go to Matsushiro in order to perform a startup test of Unit 03. However, the aircraft carrying Unit 03 was late, delayed by rough weather enroute from America. You will have to wait for 2 hours...

[Solution] Both must roll for [Patience].

[Results] The ending is the same for both people.

If successful... There is no change in stress.

In case of failure... Misato's stress rises by 2 and Ritsuko's stress rises by 1.

Even after drawing this card, Misato and Ritsuko can select "NERV HQ" or "Hilltop Park" to work or relax. Please interpret this as "I'm contacting HQ by phone while waiting" or "I found a place near Matsushiro to relax while waiting" (Lake Nojiri instead of Lake Ashinoko)", etc.

Event 2

Hikari asks advice

[Location] Park on the hill

[People] Asuka

[Contents] Asuka suddenly is asked for advice by Hikari. Of course the subject is Touji. She complains that he likes Rei.

[Solution] Roll the dice for [Negotiation].

[Results] Depending on the result of the rolled dice, there are two possible endings. If successful... Asuka tells Hikari Rei is not interested in anybody, least of all Touji, reassuring her.

Asuka's stress is reduced by 3.

If she fails... Hikari is even more depressed, and Asuka's words do not provide any comfort. Asuka's stress increases by 1.

Event 3

Touji visits his sister

[Location] Hospital

[People] Shinji, Asuka, Touji

[Contents] Before Touji's little sister is moved to the new hospital, he goes to sit with her. Shinji, Asuka, Kensuke and Hikari go along.

[Solution] Shinji, Asuka and Touji must roll for [Negotiation] to see if they can cheer up Touji's sister.

[Results] The end is the same for all three people. There are two results depending on the success or failure of the dice. Whoever succeeds... They get along with Touji's sister and boost her spirits. Stress is reduced by 3.

For those who fail... they could only speak awkwardly. It's not helpful at all. Stress increases by 2.



If she succeeds... Asuka looks a little calmer when she sees Kaji emerge from the bath.

Asuka's stress is reduced by 2.

If she fails... Asuka yells at Shinji who scurries away, ignoring Kaji who tries to stop her, she disappears into her room. It's the worst thing she feels she has ever done in front of her beloved Kaji-san. Asuka's stress increases by 3.

[Content 2] At midnight, Shinji asks about his father as he and Kaji sleep on the floor side by side.

[Solution 2] Shinji rolls the dice for [Negotiation].

[Result 2] Depending on whether or not Shinji's [Negotiation] was successful, there are two possible endings.

If successful... "If you really want to know," Kaji begins and tells him about Gendou. Eventually the story expands to Misato's sloppiness and Asuka's history in Germany. For the first time, Shinji has a night to talk with an adult like his father. Shinji's stress is reduced by 3.

If he fails..... He is tongue-tied and awkward. In addition, he receives Kaji's heavy thought that "You can never truly understand everything about anyone." Shinji spends a sleepless night and his stress increases by 2.

Event 4

Sleepless Night

[Conditions] This Event does not occur unless Event 1 "Business trip to Matsushiro" has already occurred. If Event 1 has not occurred, return this card to the pile and draw a new Event card. It should be noted that this Event occurs after all steps of the day have been completed, that is, after step 7. Therefore, the characters will not be forced to move to this location in step 4.

[Location] Misato's room

[People] Shinji, Asuka

[Content 1] Since Misato is away on business, Kaji comes to stay. It should be a happy night for Asuka, but she's dying because idiot-Touji was selected as an elite EVA pilot. She's frustrated by it, especially when Shinji asks who the pilot of Unit 03 is...

[Solution 1] Asuka should roll for [Patience]. Shinji does not need to roll the dice.

[Result 1] There are two types of endings depending on whether Asuka's [Patience] was successful. After applying the result in both cases, move to [Content 2].

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Event 5

Rooftop

[Conditions] This Event will not occur unless Rei has chosen to go to the middle school in step 1. If Rei has not chosen to go to school, return this Event card to the deck and then draw a new Event card.

[Location] Middle School

[People] Rei, Touji

[Contents] On the rooftop during their lunch break, Rei sees Touji who is worried about something. Touji, who notices her watching him, talks to her...

[Solution] Rei must roll the dice for [Calmness] three times.

[Results] Depending on the success or failure of [Calmness], there are two possible endings.

If she succeeds all three times... Touji confides to her, "I'm worried. I'm not like you and Shinji." She nods, but the words do not affect her. There is no change in stress for the two people.

If she fails even once... Touji's words will catch Rei's heart and upset her. Rei's stress increases by 2. There is no change in stress for Touji.



Event 6

Harmonics Test

[Location] NERV Headquarters

[People] Shinji, Rei, Asuka

[Contents] Since Misato and Ritsuko are on a business trip (or are preparing for a business trip), a harmonics test will be conducted with the assistance of Maya under the supervision of Deputy Commander Fuyutsuki.

[Solution] All three pilots must roll the dice for [EVA Synchro].

[Results] The results are the same for all three. If it succeeds... Harmonics increases by 1 point and stress is reduced by 2 points. For those who fail... Characters that already have 5 or more stress must roll the dice for [EVA Berserk].

Event 7

Hikari goes shopping

[Place] Downtown

[People] Shinji, Asuka

[Contents] In order to make a special bento lunch for Touji, Hikari asks Asuka to go shopping in the city. Asuka drags Shinji along to hold the groceries.

[Solution] Asuka should roll the dice for [Negotiation], and Shinji should roll for [Patience].

[Results] This time there is no change in Asuka stress. Both dice are associated with Shinji's stress. If Asuka's [Negotiation] is successful... Shinji's stress will not change. If Asuka's [Negotiation] fails... Shinji has the impression he is simply being used by her as a pack horse. Shinji's stress rises by 1.

If Shinji succeeds in [Patience]... he patiently follows Asuka and Hikari around, holding the groceries for them as they shop

If Shinji fails in [Patience]... He feels that what he's being asked isn't appreciated and his stress rises by 1.

The stress in both cases is cumulative, so Shinji's stress could rise by 2 if both rolls fail.

Event 8

Kensuke's early morning visit

[Conditions] This can not happen after Event 1 "Business trip to Matsushiro." If you draw this card after Event 1 has occurred, discard this card and draw a new Event card.

[Location] Misato's Apartment

[People] Misato

[Contents] In the early morning, Kensuke suddenly rushes over to Misato's apartment. He bows deeply at the entrance and pleads with her to be the pilot of EVA Unit 03.

[Solution] You are not the one to make such a decision. All you can do is patiently let him have his say. Misato should roll the dice for [Calmness].

[Results] Depending on the success of [Calmness], there are two possible endings. If she succeeds... She manages to listen to Kensuke's pleas, sympathizing with him until he leaves. Misato's stress is reduced by 1.

If she fails... she manages to get rid of Kensuke. But listening to his youthful enthusiasm about piloting an EVA when he doesn't have a clue about how much he should fear doing so depresses her. Misato's stress increases by 2.

Event 9

Unit 03, Berserk!

[Condition 1] This Event only occurs if Event 1 "Business trip to Matsushiro" has occurred. If Event 1 has not occurred, return this card to the deck and draw a new card.

[Condition 2] This Event only occurs if it is the fifth day or later in the middle stage. If you draw this card on or before the 4th day, please return it to the deck and draw a new Event card.

[Location] Matsushiro

[People] Everyone

[Contents] EVA Unit 03 runs out of control during a start-up experiment in Matsushiro. Despite the power being turned off, it can not be shut down and continues to rampage. The only way to stop it is with another EVA.

[Solution] The EVAs must battle with Unit 03. However, there are three points to note.

1: It is not the Angel who fights this time, but Unit 03 itself. Its ability is weak in terms of strength. Please treat the HP of Unit 03 as half of the data written on the Angel card.

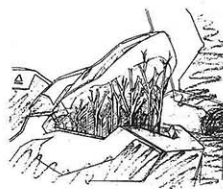
2: Since the opponent is an EVA with a human being onboard, Shinji can not automatically attack. When Shinji's turn comes, he must roll the dice for [Calmness] and can attack Unit 03 only if he succeeds.

3: This battle does not take place in Tokyo 3, so "NERV HP" will not increase or decrease. In addition, both Misato and Ritsuko were injured in the damaged building, during the startup experiment and cannot participate in the battle through Support or Command.

This time, neither Misato's [Operation Command] nor Ritsuko's [EVA Support] will be performed. Whenever either of their turns come around, they can perform no actions.

Please follow the above restrictions.

[Results] If you win the battle, the middle stage is over. Also, Unit 03 is so powerful that taking it down didn't leave much to be salvaged, and it was destroyed. As a pilot, Touji is seriously injured. Shinji receives a very big shock, which increases his stress by 3.



Thirteenth Angel Bardiel

Number of attacks: 1
Number of battle cards: 2
AT Field: Normal
HP: 10 in Event 10
(HP: 5 in Event 9)
Special ability: None

Event 10

The Angel Appears!

[Condition 1] This Event only occurs if Event 1 "Matsushiro business trip" has occurred. If Event 1 has not occurred, return this card to the pile and draw a new Event card.

[Condition 2] This Event only occurs if it is the fifth day or later in the middle stage. If you draw this card on or before the 4th day, return it to the deck and draw a new card.

[Location] Matsushiro

[Person] Everyone

[Contents] EVA unit 03 runs out of control during a startup test in Matsushiro. Unit 03 has been corrupted by an Angel and during the test it began to rampage with the pilot trapped inside. The attack almost wiped out Matsushiro. There is no choice but to fight. Three EVAs, including Shinji in Unit 01, will be dispatched to repel the Angel officially designated as the 13th Angel.

[Solution] Enter into battle with the Angel. However, there are two points to note.

1: Even though it is an Angel, it is also an EVA with a human being in it, so Shinji cannot automatically attack. When Shinji's turn comes around, he must roll the dice for [Calmness] and can only attack Unit 03 if he succeeds.

2: This battle does not take place in Tokyo 3, so "NERV HP" will not increase or decrease. In addition, both Misato and Ritsuko are injured in a building collapse, and cannot engage in the battle. This time, neither Misato's [Operation Command] nor Ritsuko's [EVA Support] will be performed. Whenever their turns come around, they can perform no actions. Please follow the above restrictions during this battle.

[Results] If you win the battle, the middle stage is over. Also, Unit 03 is so powerful that it was destroyed. As a pilot, Touji is seriously injured. Since Shinji receives a very big shock, his stress increases by 3.

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Peaceful Day

If you draw this card, nothing happens. The Commander should roll one die. The person whose number corresponds to the die roll has 2 less stress because he/she was able to spend the day restfully.

1. Shinji
2. Shinji
3. Ritsuko
4. Misato
5. Misato
6. Asuka

End stage (Episode 19)

A Man's Fight

EPISODE 19 : INTROJECTION

Contents of the final Events

The method for describing the Events in this final stage is the same as for the beginning and middle. However, in the final stage, after 6 days, the Angel will appear. If you have not drawn Event 10 by then, after the sixth day (ie: at the beginning of what would have been the 7th day) go immediately to Event 10, "The Strongest Angel."

Event 1

Rebellion

[Conditions] For this Event to occur you must have fought EVA Unit 03 in the middle stage. If you draw this card but did not fight Unit 03 in the middle stage, discard this card from play and draw again.

[Location] NERV Headquarters

[People] Shinji

[Contents] The fact that Touji was on board EVA Unit 03, and that Shinji was forced to fight it, sets Shinji's blood on fire. He locks himself in the cockpit of Unit 01.

[Solution] Shinji should roll the dice for [Calmness].

[Results] There are two possible endings depending on the success of [Calmness]. If successful... Shinji hears the persuasive voices of Maya, Hyuuga and Aoba that the situation is unforgivable. He voluntarily exits

Unit 01. Shinji's stress is reduced by 3. In the case of failure... Shinji cannot accept his father and threatens to destroy NERV HQ with Unit 01. However, his father, Gendou, doesn't want to hear the ravings of a petulant child, and orders the NERV staff to increase the pressure of the LCL in Unit 01's plug to the limit. It stuns Shinji and he is forcibly ejected. Shinji's stress remains the same, but his harmonics are halved.

Event 2

Cleaning up

[Location] Matsushiro

[People] Misato, Ritsuko

[Contents] After the start-up experiment of Unit 03, the two people in charge must supervise the clean up of Matsushiro (and the battlefield if there was a battle).

[Solution] Since it is considerably hard work, there is a physical burden. Both players should roll the dice for [Patience]. If there was a battle with Unit 03 in the middle stage, you must roll the dice for [Patience] twice.

[Results] The end is different for each character.

In the case of Misato... When her body becomes tired, her spirit becomes worn out. She regrets that she didn't explain to Shinji that Touji was the pilot. The stress increases as many times as she fails [Patience].

In the case of Ritsuko... Ritsuko's mental burden is more than that of Misato. After all, she is responsible for EVA development. The loss of EVA Unit 03 is a significant blow. Even if Unit 03 is safe, she will feel pressure that she couldn't figure out its capabilities. Each failure in [Patience] increases her stress by 2.

Event 3

Face-to-face with Gendou

[Location] NERV Headquarters

[People] Shinji

[Contents] Touji was selected as an EVA pilot even though he could not imagine the hardship it would entail. Shinji cannot forgive his father for doing this to his friend. In this state of mind, Shinji meets his father...

[Solution] Roll the dice for [Negotiation]. However, this time Shinji's [Negotiation] is not treated as a weakness.



[Results] Depending on the success or failure of [Negotiation], there are two possible endings. If successful... Shinji tells his father that he will stop piloting the EVA. For the first time, he is able to face his father directly and stand up for his decision. Shinji's stress decreases by 3. If he fails... Despite his firm determination, he is unable to express his will and gives in to his father. Shinji's stress increases by 3.

[Solution] Both players should roll the dice for [Negotiation].

[Results] There are two possible endings depending on the success of [Negotiation]. If either one succeeds... Touji hasn't lost his positive spirit, despite being badly injured. Touji says, "It doesn't hurt. I want you to tell Shinji that." But it's not Shinji who benefits from that statement. Rei and Asuka's stress decreases by 3.

If both of them fail... Touji doesn't hold any grudges, but he still doesn't seem to have his mind organized. Rei and Asuka standing over his hospital bed feel the weight of his injuries on their conscience as well... Rei and Asuka gain 2 stress.

Event 4

Visiting Touji

[Conditions] The condition for this Event is that you fought EVA Unit 03 in the middle stage. If you draw this card without having fought Unit 03 in the middle stage, remove this card from play and draw a new Event card.

[Location] Hospital

[People] Rei, Asuka

[Contents] Rei and Asuka go to visit the injured pilot of Unit 03, Touji. Shinji is not allowed to go because his actions are restricted.

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Event 5

Harmonics test

[Location] NERV Headquarters

[People] Ritsuko, Rei, Asuka

[Contents] A Harmonics test is planned without Shinji, who is exclusive to Unit 01.

[Solution] Knowing the implications of the situation without Shinji, Asuka and Rei cannot hide their agitation.

For Rei and Asuka, roll the dice for [EVA Synchro] twice.

Only if both are successful for [EVA Synchro] will this be considered successful. If both fail, the EVA may run Berserk.

First, Ritsuko rolls the dice for [EVA Support], and if successful, she can prevent the EVAs going Berserk. If that fails, the pilots must immediately roll the dice for [EVA Berserk].

[Results] There are different possible endings for Rei and Asuka as pilots, and for Ritsuko.

In the case of Rei and Asuka... If they succeed in [EVA Synchro] twice, it will have a positive effect because they have accomplished something. The Harmonics of both increases by 1 point and stress decreases by 2 points.

If they fail [EVA Synchro] even once, they can't concentrate because they're still worried about Shinji. Both of them increase the stress by 1. If both rolls fail that EVA goes Berserk. Follow the instructions on the [EVA Berserk] table. Even if the EVA does not run Berserk, the stress will be too great, and both of pilots will get 2 stress points.

In the case of Ritsuko The key is how many times the pilots succeed in the four [EVA Synchro] rolls performed by Rei and Asuka. If they succeed all four times, Ritsuko's stress will decrease by 3. If they were successful 2 or 3 times out of 4, her stress is reduced by 2. If they succeed one time or less, she will be stressed by 2 points because she will be fearful of the future.

If successful... Shinji can tell Kensuke his intention. Kensuke still isn't convinced, but it seems a little like Shinji's thoughts, and the last word is a warm farewell. Shinji's stress is reduced by 3.

If it fails... Shinji hears a voice saying "This phone is being tapped" and suddenly the telephone line is cut. Shinji feels threatened by the shadow of NERV floating around him. Shinji's stress increases by 2.

Event 7

Last greeting

[Condition] This Event does not occur unless it is the 5th or 6th day in the final stage. If you draw this card before then, return it to the deck and draw a new Event card.

[Location] New Hakone Yumoto Station

[People] Shinji, Misato

[Content] Shinji is leaving Tokyo 3 and Misato comes to see him off. A farewell conversation is held between the two.

[Solution] Both players should roll for [Negotiation]. However, this time, Shinji's [Negotiation] skill is no longer a weakness.

[Results] Depending on the success or failure of [Negotiation], there are two possible endings.

When both of them succeed... Misato's words impact Shinji's heart with their straightforward honesty. At the last moment, they were finally able to understand each other. The stress of Shinji and Misato is reduced by 2.

If either one of both fails... all they can do is say goodbye. However, the words of the two were both one-way and neither one really heard the other. Increase the stress of Shinji and Misato by 2 points.

Event 6

Kensuke's phone

[Location] Where Shinji is

[People] Shinji

[Description] Shinji gets a call on his mobile phone from his friend Kensuke. "I'll miss you, Shinji." Kensuke tries to convince Shinji not to leave Tokyo 3.

[Solution] Shinji should roll for [Quick Action].

[Resolution] Depending on the success of [Quick Action], there are two possible endings.

Event 8

Dummy plug adjustment

[Location] Terminal Dogma

[People] Ritsuko and Rei

[Contents] The dummy plug is adjusted in preparation for using it to animate Unit 01 without a pilot.

[Solution] For Ritsuko, roll for [EVA Support] and for Rei, roll for [EVA Synchro].

[Results] There are two possible endings depending on the success of each dice roll.

If both people succeed... They make adjustments so that a finer signal can be transmitted than the last time. In the next battle, Unit 00 will be able to roll the dice for [EVA Manipulation] twice while in combat. Ritsuko and Rei's stress is reduced by 2 points.

If one of them fails... the device will fail during the adjustment. Although Rei's life is threatened, Gendou's desperate rescue manages to save her life. Rei has one point less stress. However, because Ritsuko feels a lot of jealousy over this, her stress increases by 3.

Event 9

Determination

This time, this card will not cause an Event. It will be used in battle.

If you draw this card, please return it to the deck and draw a new Event card.

The usage of this card is described in the [Solution] of Event 10, "The Strongest Angel".

Event 10

Strongest Angel

[Conditions] This Event does not occur unless it is the 5th day after the final stage. If you draw this card on or before the 4th day, return it to the deck then draw a new Event card.

[Location] NERV Headquarters

[People] Everyone except Shinji

[Contents] Suddenly the 14th Angel Zeruel invades NERV. Moreover, it is stronger than any of the other the Angels until now, and it will penetrate 18 underground armor plates of Tokyo 3 in one stroke. Since an above-ground interception is no longer possible, the first decisive battle will take place in the Geofront. Since there is no Shinji, Rei tries to sortie out in Unit 01, but cannot synchronize. She has no choice but to sortie out with Unit 00, can she really win under such disadvantageous conditions? The curtain of the decisive battle opens!

[Solution] You have entered battle. But there are two points to note.

1: Since this is a decisive battle in the Geofront, the NERV barrier has already been broken through. Please subtract 20 points from the HP of NERV HQ at this point.

2: Shinji has not arrived yet. When Shinji's turn comes around, Shinji should draw one Event card. When he draws the card for Event 9 "Determination", he may board Unit 01. He can join the battle in the following round on his turn. Until he, you cannot participate in the battle. Please follow the two restrictions above for battle.

[Results] The game ends when this battle ends. If you lose, the Third Impact will occur and the game will be over.

If you win, move on to the final ending.

Peaceful Day

If you draw this card, nothing happens. The Commander should roll one die. The character corresponding to the number rolled will be able to spend 2 days without stress, which will reduce the stress by 2.

1. Shinji
2. Shinji
3. Shinji
4. Misato
5. Ritsuko
6. Asuka

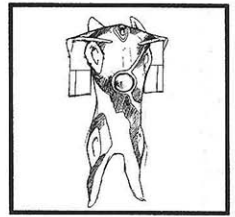
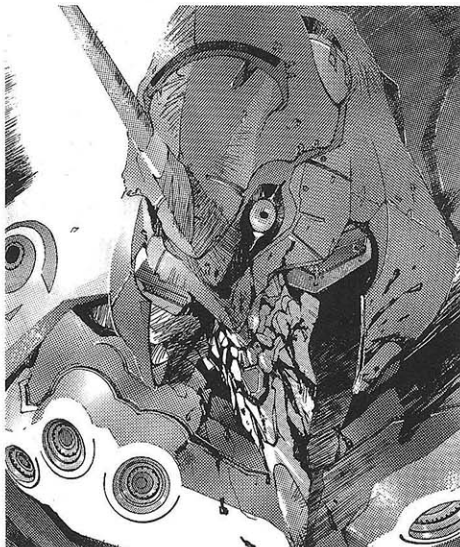
Final Ending

The game is over if you defeat the Angel and NERV's HP is 5 or more.

Did Unit 01 reach a synchronization rate of 400%? If this happens, in the next second scenario, Unit 01 will start from a frozen state of activity.

Another drama will be born depending on the order in which the Events occur.

Please play again and again, not just once.



Zeruel the 14th Angel

Number of attacks: 1
 Number of battle cards: 3
 AT Field: Small hits invalid
 HP: 14
 Special ability: None



Part 2

Dead Sea Scrolls

The Dead Sea Scroll SECOND



Confirm Story

The second scenario reproduces from episode 22 to 24 of the TV series.

Asuka lost to the Angel Zeruel in episode 19 but Shinji's defeat of the Angel shattered Asuka's pride. Her identity as an EVA pilot made her more stubborn and prevented her from synchronizing with her EVA.

The mental attack of the Angel Arael so overwhelmed her, Asuka's spirit was driven to the brink of collapse (episode 22).

Despite this, the next Angel, Armisael, attacked Tokyo 3. The Angel contacted Unit 00 and eroded Rei's spirit. Rei faced herself in her heart. Only then did she realize how lonely she was.

Responding to that awareness, the Angel tried to penetrate Unit 01 that was released from lock down and sortied out but Rei caused the self-destruction of Unit 00, and the Angel was destroyed. But Rei wasn't dead (as her clone was resurrected).

Meanwhile, Seele intervened and ordered Gendou to turn over Rei for interrogation. However, Ritsuko was interrogated in place of Rei. Ritsuko realized that she had been abandoned by Gendou and destroyed the core of the dummy plug and the Rei clones in the depths of Terminal Dogma (episode 23). The explosion of Unit 00 virtually destroyed Tokyo 3. All of Shinji's friends were evacuated and Shinji suffered alone without anybody to talk to.

It was then that Kaworu Nagisa appeared. He was the only person who understood and accepted Shinji, but his true identity was the seventeenth Angel, Tablis. Kaworu took control of the unoccupied Unit 02 and descended toward Adam, hidden in the deepest point beneath Central Dogma. Shinji suffered from the fact that Kaworu was an Angel. However, he ended up fighting him with Unit 01. At the bottom of Terminal Dogma, Kaworu faced Adam. However, Kaworu realizes that the Angel captured there was Lilith, not Adam. Kaworu, realized everything. He wanted to die and was killed by Unit 01 (Episode 24).

This is a rough outline. But, of course, what transpires in this game may not be the same as in the TV series. Just like in the first scenario, you will create your own story.

	Conditions for starting the game
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First, the Commander will give all the players a copy of the calendar. Then each should choose a character to play. Once the players have chosen their characters, they should write down the values below that are relevant to their character in the calendar.

- Harmonics for each pilot = 0
- All character stress = 0
- HP of each EVA = 1
- NERV HP = 10

At the beginning of the game, Unit 01 is frozen and unusable. If you want to continue playing from the last scenario, use the values at the end of it. Also, if there was no battle with EVA 03 and Touji is safe, a player can use him in the second scenario.

Next, prepare the cards.

• Character & EVA cards

Distribute each character card to the appropriate player.

• Event cards

Carefully shuffle the 12 Event cards including "Event 1-10" and 2X "Peaceful Day" and turn them face down.

• Utility cards

Remove the "Lance of Longinus" from the Utility cards and lay it aside. This card will not be handed to the player until instructed. Turn all the other Utility cards over and shuffle them into a pile.

• Battle cards

Carefully cut out all the included cards and flip them over and shuffle them into a pile.

• Map cards

The arrangement of the map cards will be changed between the beginning, middle and end. The map cards to be placed is written at the opening of each stage.



Placement of map cards

"NERV Headquarters/Geofront"

"Misato's Apartment"

"Downtown"

"Park on the hill"

"Middle School"

"Lake Ashinoko"

"Terminal Dogma"

The above seven map cards are used in the early stage. Please arrange these on the map appropriately. There are other places that you can go to depending on the Event, but please follow the instructions on the card at the time.

Contents of the Early Stage Events

All Events are described in the following order: [Location] where the Event occurs, [People] related to the Event, [Contents] of the Event, [Solution] of the Event, [Results] of the Event. In some Events, the "conditions" under which the Event will occur may be provided.

Event 1

Asuka's Hardship

[Location] NERV Headquarters

[People] Everyone

[Contents] The weekly harmonics test. Pilots other than Asuka should roll the dice for [EVA Synchro] as usual. Asuka's harmonics test will fail unconditionally. She is quite depressed.

[Solution] If any characters want to comfort Asuka, roll for [Negotiation] and proceed to [Result 1]. It is up to each person to comfort Asuka. However, if no one comforts her (ie no one rolls the dice), proceed to [Result 2].



[Result 1] If a character's [Negotiation] was successful... Somehow... they were able to cheer up Asuka. Asuka's stress is reduced by 1 point.

If no one was successful for [Negotiation]... Asuka will be severely depressed. Even the people looking at her become depressed. The stress of Misato, Shinji, Asuka, and Touji will increase by 1.

[Result 2] No one even tried to speak to Asuka. She felt abandoned and was very hurt. Asuka's stress increases by 3.

Event 2

"She sounds foreign."

[Conditions] This Event takes place after the procedure of the day are completed.

[Location] Misato's Apartment

[People] Asuka

[Contents] Asuka's step-mother makes an international call. Asuka enjoys talking in German. But after she hangs up, Asuka is rather frustrated.

[Solution] Asuka does not need to roll the dice.

[Results] If Shinji was with her... The phone call triggers Asuka to talk about herself. Asuka and Shinji's stress is reduced by 1. If Shinji wasn't there... Asuka remembers her bad memories of the past. Asuka's stress rises by 1. Harmonics decreases by 1.

Event 3

Social Mixer

[Location] Misato's Apartment

[People] Everyone who is wants to go

[Contents] This Event happens after step 6. With so few students left, it was decided to plan a little party with the remaining members of classroom 2A to do something lively. It's a nice gesture, but Kensuke is determined to have Misato-san attend.

[Solution] If Misato voluntarily participates, she does not need to roll the dice.

If Misato refuses to participate, the characters participating in the party can persuade Misato. Roll for [Negotiation]. If successful, Misato can be coaxed into attending the party.

[Results] When Misato participates in the party... The party will be quite exciting. Characters who participate in the party will reduce stress by 2.

If Misato does not attend, or if no one convinces her... The party will be held without Misato. Although it lacks excitement, everyone will have a good time. The participating characters will reduce stress by 1.

Event 4

Doll

[Location] NERV Headquarters

[People] Asuka, Rei

Description: The weekly harmonics test. Rei rolls the dice for [EVA Synchro] as usual. Asuka will automatically fail. After the test, Asuka accidentally gets on the same elevator as Rei.

[Solution] Asuka should roll the dice for [Patience].

[Results] If Asuka succeeds in [Patience]... Asuka throws a ferocious insult at Rei, calling her "Commander Ikari's doll". For Rei, roll the dice for [Calmness]. If she succeeds, she doesn't mind the irony. If she fails, she'll become agitated. Rei's stress increases by 1.

If Asuka fails in [Patience]... Asuka tries to slap Rei who stops her hand. At the next floor, Asuka gets out and runs off. Asuka's stress increases by 1. There is no change in the stress of Rei.

Event 5

Scars of the heart

[Conditions] This Event should be treated as a "Peaceful day" if there was no battle with EVA Unit 03 in the Dead Sea Scrolls scenario 1.

[Location] Hospital

[People] Everyone who is willing to participate

[Contents] A call came from Hikari Horaki. Since Touji was not allowed to leave the hospital, Hikari would like everyone to visit him in the hospital. However, Shinji is reluctant to face Touji.

[Solution] The characters who decide to participate in the visit must convince Shinji to go to the hospital. Please roll the dice for [Negotiation]. If successful, proceed to [Result 1]. If unsuccessful, proceed to [Result 2].

If Shinji voluntarily goes to the hospital, he does not need to roll the dice. Proceed to [Result 1].

[Result 1] Shinji want to Touji's room. At first, they were both awkward, but then they started to have a conversation as usual. Hikari was amazed to see the revived "Idiot trio." but she was glad for it. Shinji's stress resets to 0 points, and the characters who accompanied him sympathetically have their stress decrease by 3.

[Result 2] Shinji did not go to the hospital after all. And even though the others went to the hospital, they feel somewhat awkward because Shinji did not come. Shinji's stress is increased by 3 points, and everyone who visits increases by 1 point.

Event

6

Illness in the Family

[Location] Misato's Apartment

[People] Everyone in Misato's Apartment

[Contents] This Event happens after step 6. Pen Pen, who is usually energetic, is strangely quiet today. What has happened?

[Solution] Characters in Misato's Apartment roll the dice for [Observation].

[Results] If any succeed... They notice that Pen Pen has a cold. It wasn't so severe as to have been noticed earlier.

If all fail, or if no one is in Misato's Apartment... No one notices until Pen Pen's cold becomes severe. Increase the stress of Misato, Shinji, and Asuka by 1.



[Results] If she succeeds... She can reach headquarters before the inspection. Due to the quick instructions and bargaining techniques of Misato, the Inspection Committee is unable to find anything amiss. In Event of failure...By the time Misato reaches headquarters, the Inspection Committee has already seized documents and other evidence regarding the Berserk EVA Units. They immediately suspend the budget for NERV headquarters. NERV's HP decreases by 20 points, and Misato's stress increases by 2.

Event

7

Trap

[Location] Matsushiro

[People] Misato

[Contents] While Ikari is on a business trip, Misato is called to the experimental site in Matsushiro, which was the site of the Unit 03 experiment. However, all that was waiting for her in Matsushiro were tasks that were not directly related to Misato. While she is there, Hyuuga Makoto will make an emergency call to Misato. "Major Katsuragi! Please return to headquarters urgently, an inspection team from the United Nations is here now!"

[Solution] Misato should roll the dice for [Quick Action].

Event

8

"Why?"

[Location] NERV Headquarters

[People] Rei, everyone in NERV

[Contents] Rei is beginning to lose faith in Gendou and pull away from him.

[Solution] For characters other than Rei in NERV, roll the dice for [Observation].

[Results] The characters who succeed in [Observation] witnesses Rei and Gendou staring at each other with strict faces.

There is a tight air between the two. The result depends on the character. Please refer to the following. For those who fail, there is no change.

In the case of Shinji... For some reason, he's agitated by how they look. Stress rises by 1 point.

In the case of Ritsuko... she feels a sense of relief because of the rift between the two. Stress is reduced by 1 point.

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In the case of Asuka... Asuka's stress does not change just by witnessing it. But if both Shinji and Asuka are successful, Asuka notices Shinji noticing Rei. Her stress increases by 1.

In the case of Misato... She is worried about the unusual situation between Gendou and Rei, but her stress doesn't change.

In the case of Rei... She doesn't have to roll the dice, but if Shinji succeeds in

[Observation], she knows he was watching and her stress rises by 1.

In the case of Touji... No change to stress.

Event 9

Angel attack!

[Conditions] This Event does not occur until the fifth day or later. If you draw this card before then, return it to the deck and draw a new Event card.

[Location] NERV Headquarters

[People] Everyone

[Contents] Arael, the Fifteenth Angel, appears in satellite orbit.



[Solution] All pilots sortie to fight against the Angel. However, Unit 01 is on lockdown in the EVA cage, so Unit 01 must remain on standby at first. Only Unit 00 and Unit 02 (and Unit 03 if Touji is there) will sortie at the start. Unit 02 will attempt a super long-range shot with a Positron rifle (as will Unit 3 if it is in play) while Unit 00 defends. Regardless of their efforts, the pilots will not be able to hit the Angel. On its turn, the Angel will make a mental attack from orbit. There is no way to avoid this attack. The first target is Asuka. The Angel will make its mental attack on her every time until Unit 02 is deactivated. The mental attack lowers the pilot's harmonics by 1 point and increases stress by 1 point. The EVA's HP will not decrease, but the behavior of the attacked EVA may damage Tokyo 3 if it goes Berserk. Please perform [Operation Command] for Misato as usual.

When the Harmonics of Asuka reaches 0, Unit 02 stops its activity, and Gendou issues an order to use the "Lance of Longinus". The Commander must pass the "Lance of Longinus" card to Rei's character. If she cannot defeat the Angel using this card, the freeze on Unit 01 (if Unit 01 is still frozen) will be canceled by Commander Ikari. After that, combat will shift to a shooting attack using positron rifles by Unit 01 and Unit 02 (and Unit 03 if active) as the Angel moves into range. The Angel then aims at Rei, until Rei's harmonics reach 0 and Unit 00 stops activity. It then aims at Shinji. If Unit 03 is in play, the Angel will aim at Touji before Rei. Also, Touji's battle order is between Asuka and Rei. **[Result]** If you can defeat the Angel, proceed to "End of the game".

Event 10

Angel interception!

[Conditions] This Event will not occur until the 5th day or later. If you draw it before then, return it to the deck and draw a new card.

[Location] NERV Headquarters

[People] Everyone

[Contents] Arael, the fifteenth Angel, appears in satellite orbit.

[Solution] Everyone fights with the Angel. But if Unit 01 is frozen, only Units 00 and 02 (and Unit 03 if in play) will sortie to begin. The operation is to fly Unit 02 using a large transport aircraft with the support of Unit 00 (or Unit 01 if it is not frozen) to fly up to the stratosphere and shoot the Angel. It is more dangerous than the interception on the ground, but it seems the most effective operation. The Angel's ability will be reduced only by Asuka's shooting, but the battle card "Small hit" will still be invalid.

The Angel will make a mental attack as soon as Unit 02 arrives at the interception point. There is no way around this attack. The first target is Asuka, who suffers this mental attack each time the Angel's turn comes around, until Unit 02 is deactivated. When a mental attack is received, the pilot's harmonics decrease by 1 point and stress increases by 1. The HP of the EVA will not decrease, but the behavior of the attacked EVA may cause damage to the large transport aircraft carrying the EVA. Misato will perform [Operation Command] as usual, and if she fails, apply the HP damage sustained to the transport aircraft according to the Operation Command Table. The transport HP is half of NERV's current HP. Unit 02 will cease all activity when Asuka's harmonics reach 0. Also, when the HP of the transport aircraft reaches 0, the transport aircraft and all of the Units will crash, and the battle will no longer be able to be fought in the sky. When Unit 02 is incapacitated, Gendou issues an order to use the "Lance of Longinus". The commander must pass the "Lance of Longinus" card to Rei's character. If she cannot defeat the Angel using this card, the freeze on Unit 01 (if Unit 01 is frozen) will be canceled by Commander Ikari. After that, the remaining EVAs will engage in shooting attacks using their positron rifles. The Angel then aims at Rei. When Rei's harmonics reach 0, and Unit 00 stop all its activity and the Angel will focus its attack on Shinji. If Unit 03 is in play, the Angel will aim at Touji before Rei. Also, his battle order will be between Asuka and Rei.

[Results] If you can defeat the Angel, proceed to "End of the game".

Peaceful Day

If you draw this card, nothing happens. The Commander rolls a single die. The person corresponding to the result will be able to spend 2 days without stress, which will reduce the stress by 2.

1. Shinji
2. Misato
3. Asuka
4. Asuka
5. Ritsuko
6. Ritsuko

Early Stage ending

If you defeat the Angel, the beginning is over. Probably the activity of Unit 02 has stopped. Even if Unit 02 beat the Angel safely, Asuka's mind was shattered by its mental aggression. Please proceed to the middle stage.

Middle stage (Episode 23)

Tears

EPISODE 23: Rei III

Placement of map cards

The following nine map cards are used in the middle stage.

"NERV Headquarters/Geofront"
 "Misato's Apartment"
 "Downtown"
 "New Hakone Yumoto Station (Hikari's House)"
 "Lake Ashinoko"
 "Park on the hill"
 "Middle School"
 "Terminal Dogma"
 "Hospital"

※Note

In the middle stage, Asuka cannot go to "Misato's Apartment." Also, after each day's procedures, Asuka must roll the dice for [EVA Synchro]. If she fails, Asuka's harmonics drop by 1. In the middle stage, the battle with the Angel will automatically take place on the third day after the game starts. On this day, proceed to the "16th Angel" Event without drawing a card. In addition, if the 5th day ends without the occurrence of Event 10 "Central Dogma", be sure to activate Event 10 "Central Dogma" on the 6th day.

Event 1

"I... I couldn't win"

[Conditions] This Event will not be activated after the "16th Angel" Event has already occurred. If it has, discard the card and draw a new card. Also, the Event takes place after all the days steps have taken place.

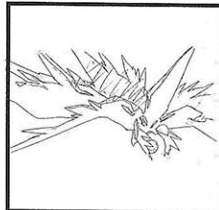
[Location] Shin-Hakone Yumoto Station (Hikari's House)

[People] Asuka

[Contents] Asuka, left Misato's because she was troubled and moved into Hikari's house. She began a life of playing games all the time without going to school or going home. Hikari is very worried about Asuka.

[Solution] You do not need to roll the dice.

[Results] Asuka sleeps in the same bed as Hikari at night. Asuka, with her back to Hikari, begins to sob. Asuka's harmonics decrease by 1.



Fifteenth Angel Arael

Number of Attacks: Special
 Number of cards: 0
 AT field: Strong (small hits ignored)
 HP: 8

It is an Angel with huge wings that shine brightly. It remains in satellite orbit and does not make direct attacks. Instead, it makes psychological attacks with visible energy waves. It seems like divine shafts of light shining from the sky. Actually, it is not an attack but a search for the human heart, but the fragile spirit of human beings suffers incredible damage. Arael's AT field is powerful. In a normal attack, the battle card "small hits" has no effect. "Small hits" are only valid when using the "Lance of Longinus."

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Event 2

The phone that never rings

[Location] Misato's Apartment

[People] Misato

[Contents] Misato stays in her apartment all the time and listens repeatedly to the message left by Kaji. "If we ever meet again, I'll say what I couldn't say eight years ago."

[Solution] For Misato, roll the dice for [Patience].

[Results] If successful... Misato realizes that forever being in sorrow is a waste of Kaji's sacrifice. However, her exhausted mind does not have the power to stand up. Caught between two dilemmas, Misato's stress increases by 1.

If she fails... Misato just keeps staying in the apartment all day and repeatedly listening to the message. The mindless repetition accomplishes nothing, but it soothes her. Stress is reduced by 1.

Regardless of Misato's patience success or failure, if Shinji is in Misato's Apartment... Shinji's stress rises 1 as he worries about Misato's misery. In this case even though Misato is alone with Shinji, she does not benefit from this. The stress reduction for her resting in the Apartment is as if Shinji is not the

Event 3

Small reports

[Location] NERV Headquarters (Geofront)

[People] Ritsuko

[Contents] While Ritsuko is on the job, she gets a call from her grandmother. Her cat has disappeared. Perhaps he realized his life was empty and he ran away...

[Solution] For Ritsuko, roll the dice for [Calmness].

[Results] If she succeeds... She may feel sad, but now she has no emotional ties left to any living thing. No change.

If she fails... Ritsuko regrets that she couldn't be there for another living creature. Stress raises 1 point.

Event 4

The 5th

[Location] NERV Headquarters

[People] Ritsuko

[Contents] It was reported by the Marduk agency that the 5th Child will arrive next week. Ritsuko must configure the system based on the data sent.

[Solution] For Ritsuko, roll the dice in [Studying].

[Results] If successful... By midnight, she is able to finish the system reconfiguration. No change in stress. If she fails... It takes until morning to accomplish the reconfiguration. Ritsuko's stress increases by 1.

Event 5

Body

[Conditions] This Event will not occur unless Unit 00 has self destructed, destroying the Sixteenth Angel. If it is before the "16th Angel" Event, please return this card to the stack and draw again.

[Location] Downtown

[People] Ritsuko

[Description] NERV's recovery team work to collect the remains of Unit 00. Ritsuko is in charge of conducting the scene.

[Solution] For Ritsuko, roll for [Observation].

[Results] If successful... Ritsuko herself discovers the entry plug of Unit 00. The contents are kept secret and even Misato is not notified. No change to stress.

If she fails... One of the recovery workers discovers the Unit 00 entry plug first. Naturally, several people besides Ritsuko see inside. Those who saw what was inside are sworn to secrecy, but just how much can she trust them to stay silent? Ritsuko's stress rises by 1.

Event 6

"I should be lonely..."

[Conditions] This Event only takes place after the "16th Angel" Event where Unit 00 self-destructed, and it can only be activated before the new Rei clone is able to move from Terminal Dogma. If it is before the "16th Angel", return the card to the pile and draw it again. Similarly, if it is drawn after the Rei Clone is able to move, discard the card and draw again.

[Location] Misato's Apartment

[People] Misato, Shinji

[Contents] Rei's death causes Shinji to fall into a state of partial collapse. Misato tries to comfort Shinji.

[Solution] You do not need to roll the dice. Shinji's player must decide whether to reject or accept Misato's attempt to comfort him.

[Results] If Shinji rejects Misato... Misato is hurt by his angry outburst. But this makes Misato realize that he won't drown in loneliness forever. Misato's stress lowers by 2.

If Shinji accepts... Misato and Shinji are temporarily healed. However, it only results in deepening each other's wounds. Shinji's stress will increase by 1 point, and thereafter, each time he and Misato are alone in "Misato's Apartment", Shinji's stress will increase by 1 point. Also, if she spends a day alone with Shinji outside of "Misato's Apartment", Misato will no longer receive the stress reduction bonus.

Event

7

III

[Conditions] This Event takes place after the "16th Angel" Event where Unit 00 self-destructed, and it can only be activated before the Rei clone moves from Terminal Dogma. If it is before the "16th Angel", return the card to the pile and draw it again. If this is after Rei is able to move, discard this card from play and draw a new card.

[Location] Hospital

[People] Shinji, Rei

[Contents] A message is sent to Misato's Apartment that Rei survived the detonation of Unit 00. Shinji heads to the hospital inside NERV. In the corridor of the hospital, he meets the bandaged Rei.

[Solution] You do not need to roll the dice.

[Results] When this Event occurs, Rei will be able to move from Terminal Dogma. Shinji is pleased that Rei is alive and his stress decreases by 3.

Event

8

Soul memory

[Conditions] This Event takes place after the "16th Angel" Event where Unit 00 self-destructed, and it cannot occur until the Rei clone can move from Terminal Dogma. If you do not meet the conditions, return this card to the pile and draw again.



[Location] Downtown (Rei's room)

[People] Rei

[Contents] Rei leaves the hospital and returns to her room. She sits with Gendou's glasses in her hand. However, Rei suddenly tries to twist his glasses by wringing them in her hands.

[Solution] For Rei, roll the dice for [Calmness]. However, if Shinji is with her, do not roll the dice and go to [Result 2]. If there are other people, go to [Result 3]. If Shinji and another character are present at the same time, proceed to [Result 2] first, and then to [Result 3].

[Result 1] If successful... Rei relaxes her hands before the glasses break but the lens has a line of cracks. There was something wet that spilled out of her eyes. Tears. Rei cannot hide her confusion. Increase her stress by 1.

If she fails... Rei continues to work until the glasses break. Eventually the lens breaks and shatters in her hand. Rei feels something released in her chest. Stress decreases by 1.

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[Result 2] Shinji is surprised that Rei is twisting Gendou's glasses and trying to crush them. Rei quickly stops as she hears Shinji's voice. There is a crack in the lens of the glasses in her hand. Shinji and Rei's stress rises by 1.

[Result 3] If other people than Shinji are with Rei, apply their effects separately. Also, if Shinji isn't present, Rei breaks the glasses, reducing Rei's stress by 1. In the case of Misato... She is surprised at the sudden action of Rei. She has a slight fear of Rei, but nothing more. In the case of Asuka.....Roll the dice for [Observation]. If successful, she will recognize that the glasses are Gendou's. Asuka feels a little cold toward Rei, and her stress increases by 1. If she fails, she can't read Rei's appearance, but looks at her suspiciously.

In the case of Ritsuko.....Roll the dice for [Observation]. If successful, you will realize that the glasses are Gendou's. Questions arise in her heart, but at the same time she feels herself delighted at the crack. Her stress will drop by 1 point. If she fails, she is worried that Rei's mental damage may be more severe than she thought. Her stress rises by 1.

In the case of Touji...Touji think nothing special about Rei breaking the glasses. She's a strange girl anyway.

Event 9

Substitution

[Conditions] This Event will only occur after the "16th Angel" Event. If it does not meet that condition, return this card to the pile and draw again.

[Location] NERV Headquarters

[People] Ritsuko

[Contents] At the conference room in Seele, Ritsuko is being interrogated by its members. Ritsuko patiently endures humiliation because of Gendou, but Kiel's words crack her heart. "Ikari sent you to us in place of the Unit 00 pilot, Dr. Akagi, that is, he sacrificed you for her."

[Solution] Ritsuko must roll for [Calmness].

[Results] If she succeeds... Ritsuko realizes that Gendou has cut her off, and she feels a lot of anger and hatred toward Rei for taking Gendou away from her. However, she does not reveal her feelings to the members of Seele. Ritsuko leaves with anger in her heart. If she fails... She can't believe Chairman Kiel's words. Even if she knows it in her head, her

heart will not believe it. Her stress increases by 3.

After this happens, Rei will be able to move from Terminal Dogma.

Event 10

Central Dogma

[Conditions] This Event will only occur after the "16th Angel" Event. If you do not meet that condition, return this card to the pile and draw again.

[Location] Misato's Apartment/NERV HQ

[People] Misato, Shinji, Ritsuko

[Content 1] Misato is analyzing the data chip entrusted to her in her room in her apartment. It is in this chip that the key to the truth grasped by Kaji is hidden. The data contains the passcode to Central Dogma. It is highly possible that this passcode will be reset if she doesn't hurry.

[Solution 1] Misato rolls for [Quick Action].

[Result 1] If successful... Misato moves quickly to NERV headquarters (relocating as if in Step 5). She comes across Ritsuko who is about to enter Central Dogma. When Misato points a gun at Ritsuko's back, Shinji appears from behind them in the dim passage. All three descend to Terminal Dogma.

If she fails... The passcode was already rewritten when Misato arrived. At the entrance to Central Dogma, Misato bites her tight lips. Misato's stress rises by 2. Proceed to [Content 2] regardless of the success or failure of [Quick Action].

[Content 2] Ritsuko will call Shinji's mobile phone. At NERV, Shinji meets Ritsuko and heads for Central Dogma.

[Solution 2] You do not need to roll the dice.

[Result 2] In [Content 1], if Misato succeeded in [Quick Action]...Ritsuko is confused that the door lock cannot be unlocked with her ID card at the entrance of the dogma. Then suddenly, the muzzle was pressed against her back. It was Misato. Ritsuko leads Misato and Shinji into Central Dogma. In [Content 1], if Misato failed [Quick Action]... Ritsuko can open the door to Central Dogma with her ID card. Inviting Shinji, the two enter Central Dogma. Proceed to [Content 3] regardless of whether Misato's [Quick Action] succeeds or fails.

[Content 3] Ritsuko and her companions get off the long linear elevator. They pass through a rarely used passage and come to a room. This is the dummy plug production factory.

When Ritsuko turns on her remote control, the room fills with orange light. One entire wall is an aquarium, and there are countless Rei's floating in the liquid within it.

[Solution 3] Shinji rolls for [Calmness].

[Result 3] If successful... Shinji is calm enough to hear Ritsuko explain that these are clones of Rei and they serve as the cores of the dummy plug system Gendou is creating. His stress increases by 1. If he fails... Shinji screams at the horrible scene. Shinji's stress rises by 3. Proceed to [Content 4] regardless of the success or failure of Shinji's [Calmness].

[Content 4] When Ritsuko uses the remote control again, the bodies of the Rei clones fall apart and dissolve. One seems to have a smile on her face.

[Solution 4] For Ritsuko, roll the dice for [Calmness]. However, if Misato is there, Ritsuko will automatically fail [Calmness].



[Result 4] If successful... Ritsuko becomes stunned when she realizes that she has performed an act equivalent to murder. Ritsuko's stress increases by 3. If she fails... Ritsuko cries, staring at Rei's dissolving clones, realizing how foolish she has been. Her stress increases by 1. Regardless of the outcome, proceed to the "Middle's End."

Peaceful Day

If you draw this card, nothing happens. The Commander should roll one die. The person who corresponds to the number rolled has two points less stress because he/she was able to spend the day without interruption.

1. Shinji
2. Misato
3. Asuka
4. Asuka
5. Ritsuko
6. Ritsuko

Event

"The Sixteenth Angel"



[Conditions] This Event will automatically occur on the third day of the middle stage. Do not draw a card on this day.

[Location] NERV Headquarters

[People] Everyone

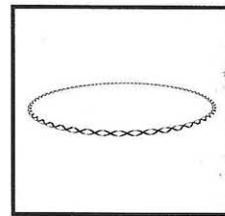
[Contents] The sixteenth Angel, Arumsael, appears. It has broken through the Gora absolute defense line and is currently hovering above Owakudani.

[Solution] If Unit 01 is unfrozen, all the units will start. Otherwise, Unit 01 will remain in the Cage. The EVAs enter battle as normal. However, Ritsuko's [EVA Support] cannot increase Asuka's harmonics.

When it comes to Asuka, Asuka should roll for [EVA Synchro] each time before acting. If she fails, her harmonics drop by 1. When she reaches 0 points, Unit 02 will cease to operate and Misato will order it recovered. Asuka's stress increases by 3.

The Angel will attack Unit 00. When the HP of EVA Unit 00 reaches 0, the Angel penetrates the EVA's body and begins eroding the pilot's spirit. Proceed to [Result 1]. If you can defeat the Angel before Unit 00 collapses, proceed to [Result 2].

[Result 1] The Angel begins to erode Rei's spirit as soon as it penetrates Unit 00's armor and AT Field. In her mind, Rei faces another version of herself.



16th Angel Arumsael

Number of attacks: 1
Number of cards: 2
AT Field: Strong (small hits invalid)
HP: 12

This Angel has the shape of a spiral string, very similar to a DNA molecule. The whole thing shines, and it rotates around a fixed point in the air. It has a characteristic that is unusual for an Angel in that the pattern response changes periodically from blue to orange. Since it has a strong AT field, the battle card "small hit" has no effect.

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The other Rei speaks. "Why do you hurt? Is it your heart hurting? Is that what it is to be human – to be alone?" When she is able to focus again, Rei notices she is crying.

Rei's stress becomes 0.

If Unit 01 was frozen, Gendou now releases it, and sends it into battle. Responding to Rei's desire for Shinji, the Angel attempts to reach Shinji by penetrating Unit 01's AT Field. Rei should roll for [Observation] here. If she succeeds, Rei will reverse the AT Field of Unit 00 and will self-destruct Unit 00 while holding down the Angel to protect Unit 01.

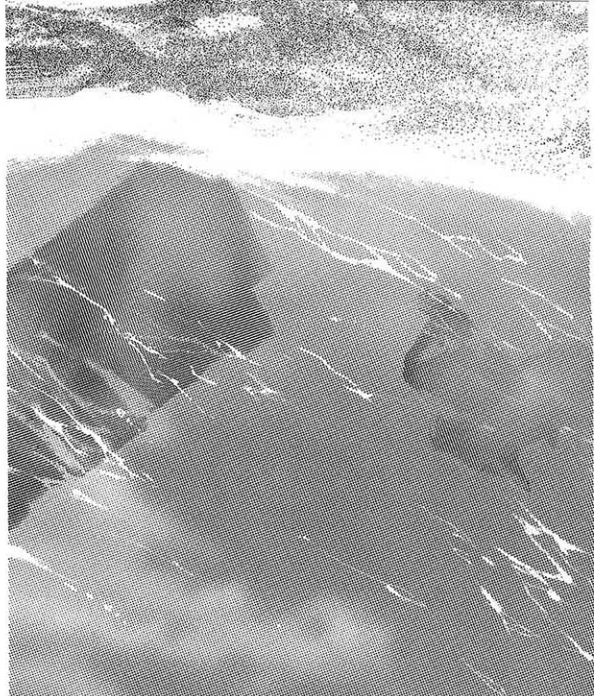
If [Observation] fails, the Angel's attack contacts the AT field of Unit 01. Unit 00 pushes away Unit 01 to protect Shinji. Unit 00 self-destructs with the Angel, but the HP of Unit 01 will also be 0 points. NERV and Shinji stare at the giant explosion in shock. Unit 00 disappears, taking the Angel and most of Tokyo 3 with it. NERV's HP drops by 30 points, and the stress of all the characters other than Asuka increases by 3.

[Result 2] The Angel is struck by a single decisive blow, defeating it without the self-destruction of Unit 00. However, the explosion caused by the destruction of the Angel was so strong that it could not be compared to anything before, and the HP of Unit 00 becomes 0 points, and it also causes serious damage to Tokyo 3. Reduce NERV's HP by 20 points. If Unit 02 was still on the battlefield, it doesn't suffer as much as Unit 00 because it is far from the hypocenter, but it still loses half its HP. Asuka is injured and will have to spend the next day in the hospital.

If Unit 02 has already been recovered, neither Unit 02 nor Asuka is damaged. Rei, who was closer to the hypocenter, suffers serious injury from the exchange. Her treatment is ostensibly at the hospital, but in reality is done in Terminal Dogma. When Shinji is released from his entry plug, he is confused and surprised at the serious damage to his surroundings without having witnessed it. Raise his stress by 3. For both [Result 1] & [Result 2], the locations "Middle School" and "Shin-Hakone-Yumoto Station" are removed from the map and Rei's piece is moved to Terminal Dogma. In the case of [Result 1], Rei cannot move from Terminal Dogma until 2 days have passed or Event 7 or 9 occurs. In case of [Result 2], she must spend the 4th day in Terminal Dogma and can move on Day 5.

+ **End of the Middle Stage**

The Rei clones have been destroyed and the dummy plugs are virtually impossible to operate. Proceed to the End Stage.



End stage (Episode 24)

The Last Angel

EPISODE 24: The Beginning and the End, or "Knockin' on Heven's Door"

Placement of map cards

The following eight map cards are used in the End stage.

- "NERV Headquarters/Geofront"
- "Misato's Apartment"
- "Downtown"
- "Lake Ashinoko"
- "Park on the hill"
- "Terminal Dogma"
- "Hospital"
- "Kaworu's Room"

Note: In the final stage, Asuka's stress level will increase by 1 every day. When her stress level reaches 6 or higher, she must be hospitalized. However, her harmonics will also decrease by 3 points at the same time, and she will not be able to leave the hospital until her stress drops below 2.

Also, Shinji's stress goes up 1 every time he is alone with anyone other than Asuka, and goes down 1 point when he goes to be with Asuka in the hospital.

If neither Event 9 "Collapse" nor Event 10 "The Last Angel" occur by the 5th day, be sure to activate Event 10 "The Last Angel" on the 6th day. For Rei, start with 0 stress and 0 harmonics.



Event 1

Agony

[Location] Misato's Apartment

[People] Shinji

[Contents] In Misato's Apartment, Shinji remembers the clone of Rei he saw in Terminal Dogma.

[Solution] Shinji should roll for [Calmness].

[Results] If successful Shinji wonders if Rei feels the way he felt when he was taken into the EVA. Increase his stress by 1. If he fails... Shinji remembers when Rei's copy looked at him all at once. The horror of the countless eyes is difficult to forget. His stress increases by 2.

Event 2

A Singing Voice

[Location] Downtown

[People] Shinji

[Contents] Lake Ashinoko Number 3 was created by the explosion of Unit 00. Shinji stands alone on the shore of the new lake which has swallowed the city, suffering from loneliness. At that time, he can hear a boy's voice singing over the rippling waves.

[Solution] Shinji should roll for [Observation].

[Results] If successful... Shinji discovers a boy singing while sitting on a rock formation protruding from the lake.

When the boy notices Shinji, he stops singing and speaks. Shinji's stress will decrease by 1. Proceed to [Result 2]. If he fails... he can't find out where the singing voice comes from. As he looks around, he is suddenly tapped on the shoulder from behind and is surprised. Increases stress by 1. Go to [Result 2].

[Result 2] "Hi, Shinji Ikari" The boy smiles and says to Shinji. "I am Kaworu. Kaworu Nagisa. I'm the same as you. I'm the 5th Child." Kaworu gives a carefree smile and reaches out to Shinji. For some reason Shinji feels attracted to this boy, Kaworu...

Event 3

Passion

[Location] NERV Headquarters

[People] Ritsuko

[Contents] Ritsuko has been interrogated by Gendou for destroying the Rei clones. "Why did you destroy the dummy system?"

[Solution] For Ritsuko, roll for [Patience].

[Results] If successful, Ritsuko will answer Gendou's questions stoically. However, after Gendou leaves, Ritsuko cries and cries as if a dam had burst. Her stress raises 1 point.

If she fails... Ritsuko feels murderous toward Gendou and grabs him. However, Gendou easily deflects her and leaves, saying "I am disappointed in you." Her stress rises by 2.

Event 4

Tuning

[Location] NERV Headquarters

[People] Ritsuko

[Contents] The first synchronized test of the rumored 5th child, Kaworu Nagisa begins. The system is still formatted for Asuka, but Kaworu syncs nicely with Unit 02.

[Solution] For Ritsuko roll for [Observation].

[Results] If successful... Ritsuko witnesses Kaworu's reaction pattern turning blue. But it's only for a moment, and the normal reaction quickly returns. No one else is aware of it. Ritsuko frowns. Her stress increases by 1.

If she fails... Ritsuko notices nothing unusual in the collected data. Her stress remains the same.

Event 5

Contact

[Location] NERV Headquarters

[People] Rei

[Contents] Rei goes home after finishing the NERV test. As rides the long escalator, a boy she has never seen steps on behind her. "You are the 1st Child."

[Solution] Rei rolls for [Observation].

[Results] If she succeed... Rei feels that the boy is something like herself. No change.

If she fails... Rei somehow feels both disgust and empathy for the boy. Her stress rises by 1 point.

Event 6

Favor

[Conditions] This Event will not take place unless Event 2 "Singing Voice" occurs. If Event 2 hasn't happened yet, return this card to the stack and draw again.

[Location] NERV Headquarters

[People] Shinji

[Contents] In the large public bath at NERV. Shinji and Kaworu take a bath together. Shinji, who does not have much experience taking baths with other people, is sitting down in the bathtub. Eventually the two leave the bathhouse.

[Solution] Shinji rolls for [Negotiation].

[Results] If successful... Shinji says good-bye and leaves, even though Kaworu appears to be attracted to him. Shinji is shaken by his own uncertainty about why he felt uncomfortable and left. His stress increases by 2 points.

If he fails... Shinji stays in the same private room as Kaworu. Even though he is not certain why, he feels relaxed by staying with Kaworu. Shinji's stress decreases by 3 points.

Event 7

Embarrassment

[Conditions] This Event will not take place unless Event 5 "Contact" occurs. If Event 5 hasn't happened yet, return the card to the pile and draw again. In addition, this Event will be triggered after all the procedures of day have been completed.

[Location] Downtown (Rei's room)

[People] Rei

[Contents] Rei's room at night. Rei is lying on the bed.

[Solution] You do not need to roll the dice.

[Results] Rei is embarrassed as she processes what she thinks of the boy named Kaworu. Increase stress and harmonics by 1.

Event 8

Separation

[Conditions] This Event takes place after all the steps of the day have been completed.

[Location] Misato's Apartment

[People] Misato

[Contents] Pen Pen will be taken in by Hikari's family who are evacuating.

[Solution] If Shinji is with Misato, proceed to [Result 1].

If Misato is alone, proceed to [Result 2].

[Result 1] Misato, Shinji, and Pen Pen hold a small farewell party. Although it is a lonely party that tends to be silent, she was able to bear the heartbreak when they parted. The stress of Shinji and Misato is reduced by 1. Other characters can also join the party if they are in Misato's room. The stress of participating characters will be reduced by 1.

[Result 2] On the balcony, Misato hugs Pen Pen. Pen Pen made a single "Squawk" and gave a mournful glance. For a long time after, Misato will remember that sad sound. Misato's stress increases by 1.

Event 9

Collapse

[Conditions] This Event will only take place after the fifth day. If it is before the 4th day, return the card to the pile and draw a new card.

[Location] NERV Headquarters

[People] Shinji, Misato

[Contents] A sudden strong earthquake struck NERV headquarters and Geofront. Buildings and facilities began to collapse, and people fled in panic. Misato tried to manage it. On the other hand, Shinji found Kaworu standing in the collapsing rubble with a slightly lonely smile. Kaworu asked Shinji, "Why do you Liliin struggle to stay alive despite the loneliness that consumes you? Life is so ugly and full of despair. I do not understand!"

[Solution] Shinji rolls [Negotiation] and Misato rolls [Operation Command]. The earthquake will continue until Shinji succeeds in [Negotiation], and Misato will have to roll for [Operation Command] every time Shinji fails. If NERV's HP reaches 0, the game is over. If Shinji succeeds in [Negotiation] before HP becomes 0 points, proceed to the [Results].

[Results] The earthquake suddenly subsided just as quickly as it started. Kaworu smiles at Shinji in the collapsed rubble and dust. "You are what makes being mortal bearable, Shinji-kun... Thank you. I was glad to have met you," and he disappears into the rubble. After that, Kaworu was never seen again... Proceed to "End of the game".

Event 10

The Last Angel

[Conditions] This Event will only occur after the fifth day. If it is before the 4th day, return the card to the pile and draw a new one.



[Location] NERV Headquarters

[People] Everyone

[NOTE] There are two possible endings depending on the current status of Asuka. If Asuka is hospitalized at this point, proceed to [Content 1] if not proceed to [Content 2].

[Content 1] An alarm suddenly sounds in the Command Center. EVA Unit 02 started operating with no one inside. Unit 02 descends toward Central dogma. Kaworu floats beside it so that he can be protected by its body. Eventually, Unit 01 (and Unit 03 if there is Touji) will descend from above to stop Unit 02.

[Solution 1] You must defeat Unit 02 to stop Kaworu. Perform normal battle. Since it is a small space, you cannot shoot. Only fighting can be selected. Unit 00 cannot be dispatched due to the damage it has sustained, but instead Rei can join the battle in another way. At the time of the Angel's attack, if Rei succeeds in [EVA Synchro], the movement of Unit 02 can be temporarily stopped. Even if the Angel succeeds in attacking, it will cause no damage.

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However, each time you try this, Rei's harmonics will drop by 1. You can't take this action once her harmonics reach 0. Rei's player must declare if she is taking this action before the Commander rolls. If you can't beat Unit 02 in 10 attacks, or if Unit 01 (and Unit 03) are destroyed, Misato will self-destruct NERV HQ. Naturally, the game is over. If you defeat Unit 02, go to [Results].

[Content 2] Asuka is on board Unit 02 for start-up experiments. However, the decrease in her sync rate is still severe, and Unit 02 does not move. However, suddenly the screams of Asuka echo from the radio, and Unit 02 which she hadn't been able to move, starts moving. Unit 02 destroys the walls of the lab and heads for Central Dogma. Kaworu's voice is heard in Asuka's ear in the entry plug. "Is your heart closed because you're afraid of being hurt? Even if you know you're lonely, are you human?"

[Solution 2] Asuka rolls for [EVA Synchro]. Each time she fails, her harmonics drop by 1. Keep rolling until the harmonics reach 0, and record how many times she rolled, regardless of success or failure.

When her harmonics reach 0, the entry plug is ejected carrying Asuka to safety. Asuka's stress increases by 4 points. As soon as Asuka is ejected, Unit 02 is completely controlled by Kaworu and heads for Central Dogma. Unit 01 (and Unit 03) will intercept it and the battle begins. The situation now depends on how many times Asuka rolled for [EVA synchro].

If Asuka rolled five or more times, Unit 01 (and Unit 03) beat Unit 02 to the bottom of terminal dogma. It takes 6 minutes for Unit 02 to descend, so you can try to shoot 6 times. When 6 minutes have passed, Unit 02 enters close combat with the waiting EVAs. If Asuka rolled three or more times, Unit 01 (and Unit 03) barely make it to the bottom ahead of Unit 02. It takes 4 minutes for Unit 02 to descend, so you can try 4shots. At the end of 4 minutes, Unit 02 will initiate hand-to-hand combat. If Asuka rolled the dice twice or less, Unit 01 (and Unit 03) must follow Unit 02 and down to Central Dogma. Only close combat fighting can be selected. If you can not defeat Unit 02 within 5 turns after close combat, begins or if Unit 01 (and Unit 03) is defeated, Misato orders the self destruction of NERV HQ and all personnel. Naturally, the game is over. If you can defeat Unit 2, go to [Results]. Unit 00 cannot be dispatched due to its

wrecked condition, but instead Rei can join the battle in another way. At the time of the Angel's attack, if Rei succeeds in [EVA Synchro], the movement of Unit 02 can be temporarily stopped. Even if the Angel succeeds in attacking, it will not cause any damage. However, each time you try this, Rei's harmonics are reduced by one point. You cannot take this action once her harmonics reach 0. Rei's player should declare whether she will take this action before the Commander rolls the dice.

[Results] Shinji, who defeated Unit 02, grabs Kaworu in front of Lilith, the great giant nailed to the cross in the depths of Terminal Dogma. He holds Kaworu with the huge arm of Unit 01 and Kaworu speaks to Shinji with a smile. "Erase me. If you don't, you'll disappear. Only one form of life can escape the time of destruction and live in the future....and you deserve to survive, Shinji Ikari." Kaworu looks up. There is a figure of Rei with a complicated expression in her eyes. Kaworu relaxed a little and gave Shinji a final smile. "Thank you. I am glad we met." Unit 01's great hand squeezed and Kaworu died at the hands of Shinji. Shinji's stress increases by 5. Proceed to "The End of the game".

Peaceful Day

If you draw this card, nothing happens. The Commander should roll one die. The person who corresponds to the number on the die has two points less stress because the day was spent without interruption.

1. Shinji
2. Misato
3. Asuka
4. Asuka
5. Ritsuko
6. Ritsuko

The End of the Game

Tablis, the last Angel, was defeated. But Shinji's heart was filled with indescribable sadness, regret and despair. And somehow, he sensed, it wasn't over yet. This is the end of the Dead Sea Scrolls Scenario 2.

Was it a satisfying adventure?

Please try playing it again and again. A different story will be created each time: your own story... your own Evangelion.



Angel Tablis & EVA Unit 02

Number of attacks: 1
 Number of cards: 2
 AT Field: Normal
 HP: 5

NEON GENESIS EVANGELION RPG THE DESCENT of ANGEL

Hidden Dead Sea Scroll



Episode:4

Chapter 4

Solo Scenario

PART 1

PART 2

PART 3

HIDDEN

The Dead Sea Scroll **FORBIDDEN** **Dead Sea Scroll**



Solo Play

The regular game is intended to be played by multiple players. Therefore, you cannot play without your friends. But right after buying the game, you might want to try it out before inviting others to play. Therefore, as a bonus, we have included a game scenario you can play by yourself.

Whereas the two Dead Sea Scrolls previously described reproduced events from the TV series, this Dead Sea Scroll is for playing alone and is called the "Hidden Dead Sea Scroll."

The content is based on the first half of the movie version "THE END OF EVANGELION" released in the summer of 1997, the episode "Air".

The main character is Misato Katsuragi. The goal of the game is to prevent hacking against MAGI, command the interception of the Strategic Self-Defense Force who are attempting to invade from the outside and get Shinji to Unit 01.

Will you as Misato be able to help Shinji as in the movie? This is a good opportunity to practice how to play, so please give it a try.

Things to prepare

You will need the following items to play the game.

1. The Hidden Dead Sea Scroll (this document)
2. Geofront Map (in the front of this book)
3. Copy of the calendar (included in this book)
4. 2 dice
5. Writing instruments
6. Special cards (included in this book)

"The Hidden Dead Sea Scroll" scenario is the fourth chapter of this book.

Please use the Geofront Map to enhance the atmosphere of the game by placing it on the table in front of you. The Geofront Map is the color map inserted at the beginning of this book.

Make a copy of the calendar printed on the back of the map at a local convenience store.

You will need two dice.

Pencils recommended as writing instruments. You should also have an eraser.

The special cards are attached at the end of this book. In "The Hidden Dead Sea Scroll," not all of the seven types of cards will be used. Here is a list of the cards you will need.

- Character cards
Only use Misato's card.

- Event cards
Use the "Event 1~10" cards.

- Map cards
Only three are used:
"Misato's Apartment",
"NERV Headquarters"
"Terminal Dogma".

- Utility cards
Only use "Show some Spirit."
Once you have prepared the above,
you can start the game.

Game steps

As a solo player you must:

1. Stop Seele's cyber attacks on the MAGI
2. Battle the Strategic Self Defense Forces to defend NERV
3. Rescue Shinji and move him to Unit 01

The game is divided into three parts. Various events will occur in each part, and you, as Misato, will have to solve them. Events are created by drawing an Event card. The resolution steps are the same for every part.

1. Draw the Event card
2. Solve the Event
3. Calculate time

1. Draw the Event card
First, start by drawing an Event card. There is an Event recorded in the Dead Sea Scrolls that corresponds to the card you drew, so please read it to see what happened.
The way to draw cards is different for each part, so I will describe them separately at the beginning of each part.

2. Solve the Event
Roll the dice to see if you can successfully resolve the Event. The way to roll the dice is the same as when playing with other players. See page 36 in Chapter 2 for details.

3. Calculate time
Numerical values such as "NERV HP" and "remaining time" change depending on the result of rolling the dice. Please calculate each and record it on the calendar.
When playing with a group of people, there were steps such as selecting the location on the map, but these are omitted in "The Hidden Dead Sea Scroll" scenario. The current situation of Misato is written at the beginning of each part. Repeat the above three steps until you reach the End.
The game proceeds in the order of Part 1, Part 2, and ends when the ending conditions for Part 3 are reached.

Stress and Time

When playing with a group, the value of "stress" is key to the game. However, in "The Hidden Dead Sea Scroll," you will not use "stress".

Instead the term "remaining time" is used. The key to playing The Hidden Dead Sea Scrolls is managing your remaining time. There is a column for stress on the calendar, please use that to enter how much time has elapsed since the game started and the remaining time.

Contents of "The Hidden Dead Sea Scroll"

The Hidden Dead Sea Scroll is written in the following order.

1. Current situation of Misato
This describes what has happened leading up to the solo adventure and contains important story background. Please read it before playing.

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2. Details of the Event

All the Events, which are the contents of the game for each part are written in that part. Broadly speaking, the objectives of each part are:

1. Prevent cyber attacks on the MAGI
2. Fight the Strategic Self Defense Force
3. Rescue Shinji

3. Outcome

The ending of the game is written here. There are two endings, good and bad, so please do your best to achieve a good ending.

Current situation of Misato

The last Angel has just been defeated. As the battle between mankind and Angels came to an end, NERV should have lost its significance. However, no instructions were given to dismantle it. Instead NERV HQ would be the final stage for the battle between the ambitions of Gendou Ikari and the mysterious organization, Seele.



What is the true purpose of NERV?
 What is the Human Instrumentality plan?
 What is the goal of Seele?
 What will Commander Ikari do?

To honor what her dead lover Ryoji Kaji left for her, Misato must find out everything. Misato decides to fight a lonely battle. However, without any prepared plans to follow, she must choose her own path. With the Angels gone, the last battle between mankind and mankind is about to begin.

Contents of the Events

As mentioned earlier, this Dead Sea Scroll consists of three parts.

PART:1

Prevent the MAGI from being hacked

The game begins with Misato collecting information about NERV.

Separate the three designated map cards, turn them over and randomly draw one of them.

The place written on that card will be where Misato starts when the MAGI are hacked. There is a separate Event in each place.

NERV Headquarters

[Contents] Before the cyber attack begins, Misato succeeds in hacking into the MAGI from a terminal inside NERV HQ and learns the cause of the Second Impact. The Second Impact was caused by Seele in an attempt to return the Angel Adam to a larval state before the other Angels could awaken to carry out their plans. At the moment she learns this, the MAGI are subjected to an even more powerful hack than Misato's. This is based on the strategy of Seele, who are trying to place the MAGI, and eventually NERV HQ, under their control. In order to prevent the old men of Seele from succeeding, Misato must return to the command center as soon as possible and take charge.

[Solution] Roll for [Quick Action].
[Results] Depending on the success or failure of [Quick Action], there are two possible endings.

If successful... Misato arrives at the secondary command center while maintaining contact with Hyuuga. Record NERV's HP as 30. Record 120 for the time remaining.

In the case of failure... The elevator stops functioning due to the deterioration of the MAGI's functions. Misato will have to run down the stairs to the secondary control center, which will take time.
Record NERV's HP as 30.
Record 100 for the time remaining.

Terminal Dogma

[Contents] At Ritsuko's laboratory in Terminal Dogma, Misato learns about the event that happened 11 years ago and part of the mystery of EVA. Shinji's mother, Yui, did not die, she lived on without human form in the body of EVA. For whatever reason, she chose to stay inside the EVA. When the EVA goes Berserk, does that mean Yui is awakening? Misato tries to do further research, but a cell phone rings, stopping her work. The call is an emergency contact from Hyuuga, saying that the MAGI have been hacked from the outside. It's a pity to interrupt the investigation, but since she's the Operations Chief, she must rush to the secondary command center to take charge.

[Solution] Roll for [Quick Action].

[Results] Depending on the success or failure of [Quick Action], there are two possible endings.

If successful... Misato is able to reach the command center quickly.

Record NERV's HP as 40.

Record 100 for the remaining time.

If Misato fails... The electronic lock in Ritsuko's laboratory goes awry, probably because of the hacking of the MAGI, and it takes Misato time to escape.

Record NERV's HP as 40.

Record 80 for the time remaining.

Misato's Apartment

[Contents] Misato decodes the microchip left by Kaji and finds important data in it. The true goal of the Human Instrumentality Plan is "the artificial evolution of human beings, who have reached a dead end as a species of separate imperfect organisms, into a new life form that is one single entity. And the means for accomplishing that is the Third Impact."

Understanding the meaning of the words displayed on the computer, Misato's facial expression was distorted with surprise, and at the same time, her phone rang. It was Hyuuga with an emergency message that the MAGI are being hacked by Seele. As the Operations Chief, Misato must hurry to NERV headquarters.

[Solution] Roll for [Quick Action].

[Results] Depending on the success or failure of [Quick Action], there are two possible endings.

If successful... It took some time, but she was able to arrive at the Command Center safely.

Record NERV's HP as 45.

Record 80 for the time remaining.

If she fails... The car train wasn't working, so she was delayed in reaching the Geofront.

Record NERV's HP as 45.

Record 60 for the time remaining.

PART:2

Fight the Strategic Self Defense Force

Although Ritsuko succeeded in fending off the cyber attack against the MAGI, it merely postponed the inevitable.

The Japanese government's Strategic Self-Defense Force attacked Tokyo 3 in order to occupy NERV headquarters and put the EVAs in Seele's hands. Seeing the mobilized troops, it seemed that the military intended to go to total war.

As the Operations Chief, Misato must command the battle to hold back the invasion of NERV.

Carefully shuffle the Event cards from 1 to 10 and make a pile. Each turn you will draw one card from the top of the stack. There is an Event corresponding to the number on each card which Misato will have to solve.

When you draw the card for Event 10 (no matter what number draw it is), solve the Event and this Part ends. Move on to Part 3.

If NERV's HP becomes zero on the way, NERV headquarters will be occupied and the game will end. Be careful!

Event 1

Radar site destruction

[Contents] The radar sites that were set up to monitor intruders in the Tokyo 3 area go silent one after another. The Self-Defense Forces are attacking them to hide their strength.

[Solution] In order to have the tactical advantage in future battles, it is necessary to understand the opponent's strength as much as possible. Roll for [Observation].

[Results] There are two types of ending depending on the success or failure of [Observation].

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If successful... The radar site is destroyed, but NERV is able to get a rough idea of the enemy's strength.

NERV's HP is reduced by 5 points.

Also, since they have been able to figure out the strength of the troops, they can take appropriate measures. Misato can raise NERV's HP by 10 points by spending 10 remaining time.

If she fails... the NERV staff tried analyzing the data with their computers, but they had no idea how many troops had been mobilized.

NERV's HP decreases by 5 points and consume 10 units of time.

Event 2

Invasion of Tokyo 3

[Contents] A group of SDF tanks is advancing on Tokyo 3. Misato must stop them with the few remaining defenders available.

[Solution] Roll for [Operation Command].

[Results] Depending on the success or failure of [Operation Command], there are two possible endings.

If successful... The tanks didn't cause much damage, but they didn't help either. NERV's HP is only reduced by 10 points.

Also, since NERV bought some time to prepare for battle, Misato can raise NERV's HP by 10 points by expending 10 units of time.

If she fails... the enemy tanks destroyed the defense grid before she could organize an attack.

NERV's HP drops by 10. Consume 10 units of time.

Event 3

Combat helicopter interception

[Contents] Heavy combat VTOL aircraft fly toward Tokyo 3. Misato must stop them with her few remaining air defense batteries

[Solution] Roll for [Operation Command].

[Results] Depending on the success or failure of [Operation Command], there are two possible endings.

If successful... The aircraft don't cause much damage, but they were an annoyance.

NERV's HP decreased by 5 points. Please consume 10 units of time.

Also, since NERV was given time to prepare, Misato can increase NERV's HP by 10 by spending 10 units of time.

If she fails... The enemy destroys the air defense network before the attack. NERV's HP drops by 10. Consume 10 units of time.

Event 4

Chandelier Building Bomb

[Contents] Misato obtains information that an enemy demolitions team has infiltrated one of the buildings hanging above the Geofront. The enemy's work cannot be stopped, and the only way NERV can prevent a building in the sky from falling directly o to the headquarters pyramid is to blow it up themselves and control the direction of the falling debris.

[Solution] Roll for [Operation Command].

[Results] Depending on the success or failure of [Operation Command], there are two possible endings.

If successful... The restraints holding the massive building in place release when their emergency charges explode. The huge structure falls in a drop that seems to take forever. It misses the pyramid and only fine dust falls on headquarters. They were just in time.

NERV's HP is reduced by 10.

In case of failure... The self-destruction charges cannot be fired in time. The falling building drops right onto the headquarters pyramid, crushing an entire side of it.

NERV's HP is reduced by 15 points.

Event 5

Defense of the Geofront Monorail Station

[Contents] The monorail is the fastest way to enter the Geofront. Although the station on the ground can't be closed in time, the Geofront Station, which is the entrance to the headquarters, must be defended.

[Solution] Roll for [Operation Command].

[Results] Depending on the success or failure of [Operation Command], there are two possible endings.

If successful... Under Misato's instructions, NERV's troops are quickly deployed to check the invasion of the enemy troops. After a fierce battle, the station is breached and the defenders wiped out, but they were able to buy NERV some time.

NERV's HP is reduced by 10 points. Also, since Misato gained time to prepare for battle, she can raise NERV's HP by 10 points by consuming 10 units of time.

If she fails... Misato issued the order to deploy troops to the station, but it was already too late.

NERV's HP drops by 10. Please consume 10 units of time.



Event 6

Defense of the Geofront supply tunnel

[Contents] The enemy is invading from the passage used for loading cargo into NERV headquarters. Misato must block the tunnel as soon as possible and maintain a strong defense.

[Solution] Roll for [Operation Command].

[Results] Depending on the success or failure of [Operation Command], there are two possible endings.

If successful... NERV's defense system manages to inject bakelite into the tunnel, blocking it. The enemy soldiers eventually break through with powerful explosives, but it takes considerable time for them to penetrate the hardened bakelite.

NERV's HP is reduced by 10 points.

Also, since Misato is given time to prepare for battle, she can raise the NERV's HP by 15 by spending 10 units of time.

If she fails... the instructions were not issued in time, and the line of defense was completely destroyed by powerful explosives.

NERV's HP decreases by 15 points.

Please consume 10 units of time.

Event 7

Break through the blockade

[Contents] The enemy forces have made contact with the blockade where the maximum strength of NERV's security team has been deployed. Over the intercom, Misato must take command of the battle.

[Solution] Roll for [Operation Command].

[Results] Depending on the success or failure of [Operation Command], there are two possible endings.

If successful... Eventually NERV's few surviving defenders are forced to withdraw, but they made the enemy pay a heavy price.

NERV's HP is reduced by 10 points.

But since their lives bought Misato time to prepare for battle, she can raise

NERV's HP by 10 points by consuming 10 units of time.

If she fails... The enemy strikes with overwhelming force and though NERV's defenders put up a valiant struggle they are completely overwhelmed.

NERV's HP decreases by 15 points.

Please consume 10 units of time.

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Event 8

Level 1 Intrusion

[Contents] The enemy finally gains a bridgehead in the first level of Central Dogma. Can Misato come up with a way to deal with it to prevent further intrusion?

[Solution] Roll for [Observation].

[Results] Depending on the success or failure of [Observation], there are two possible endings.

If she succeeds... She will instantly know that the first level must be abandoned. She orders all the members of NERV to retreat and injects Bakelite into the passageways.

Reduce NERV's HP by 5 points. But the move will delay the intruders. Add 5 units of time to the time remaining.

If she fails... Misato takes too long before taking the next step. Bakelite injection is too little too late, allowing the enemy to penetrate deeper into Central Dogma.
NERV's HP is reduced by 10 points.

Event 9

Level 3 Intrusion

[Contents] It is confirmed that the enemy has invaded the third level. Misato must think about what to do.

[Solution] Roll for [Observation].



[Results] Depending on the success or failure of [Observation], there are two possible endings.

If it succeeds... Misato immediately decides to abandon the third level and inject bakelite. This has saved her a lot of time.

NERV's HP is reduced by 5 points. But Misato adds 10 units to the remaining time. Also, by spending 10 units of time, she can increase NERV's HP by 10.

If she fails... She has taken too long before taking this step. The Bakelite injection comes too late, allowing the enemy to penetrate deeper. NERV's HP is reduced by 10 points.

Event 10

Unit 02 Start

[Contents] At last, the battle is approaching the EVA cages. Misato can no longer support them. For the safety of the pilots, she decides to have them placed in the entry plugs and launched with the EVAs.

[Solution] Roll the dice for [Operation Command].

[Results] Depending on the success or failure of [Operation Command], there are two possible endings.

If successful... Asuka is easily moved from the hospital to her EVA and Unit 02 is launched and hidden at the bottom of the lake within the Geofront.

However, Unit 01's pilot, Shinji, is missing and cannot be located. Misato is certain he's somewhere in headquarters, so she needs to find him as soon as possible. Proceed to Part 3.

In case of failure... It takes longer than expected to transfer Asuka from the hospital room. Please consume 10 units of time.

Unit 2 was deployed to the bottom of the lake inside the Geofront. However, Unit 01's pilot, Shinji, is missing and cannot be located. Misato is certain he's somewhere in headquarters, so she needs to find him as soon as possible. Proceed to Part 3.

PART:3 Shinji's Rescue

There are no spare personnel to entrust with rescuing Shinji and since this is the most important task facing NERV, Misato decides to seek Shinji herself. The rest of NERV's defense is left to Deputy Commander Fuyutsuki and the NERV staff.

Part 3 is where Misato goes to rescue Shinji.

First, turn the Event cards 1-10 face down and randomly arrange them on the map. These represent ten possible locations where Shinji could be located.

By expending 10 units of time Misato can turn over one Event Card and search that location. If she's lucky she'll turn over the card for Event 1 and find Shinji right away. Until she finds him she avoid detection, stay alive and not run out of time.

If she does not turn over the card for Event 1 before exceeding the time limit, proceed to "Worst Ending" on Page 87.

Please meet the challenge at each location before proceeding to the next. Let's tackle the final adventure!

Event 1

Misato finds Shinji!

[Contents] Surrounded by three SSDF assassins, Misato discovers Shinji crouching under some stairs. One of them puts a muzzle to Shinji's head and says "Sorry, kid." He's going to kill Shinji!! There's no more time!

[Solution] Misato must use her quick reflexes and act now. Roll for [Quick Action].

[Results] Depending on the success or failure of [Quick Action], there are two possible endings.

If successful, go to "Beginning of the End" (page 87).

If unsuccessful, proceed to "Worst Ending" (page 87).

Event 2

4th floor security room

[Contents] At the end of the corridor on the fourth floor, Misato finds a security room. If she steps inside, she may be able to find the location of Shinji using the many monitors.

[Solution] The question is whether the monitors are still working. Check NERV HP. Misato succeeds if the remaining HP is 20 points or more. If less than 20 points, it will be a failure.

[Results] There are two possible endings.

If successful... The monitors are still functioning and Misato can access them. Misato can flip over two of the face-down Event cards to see what's there. Turn the cards face down when done.

If it fails... The monitors are all dead and Misato is unable to see anything.

Event 3

The bulkhead is closed!

[Contents] To stop the advancing enemy, the bulkhead in front of Misato closes.

[Solution] Roll for [Quick Action].

[Results] Depending on the success or failure of [Quick Action], there are two possible endings.

If successful... Misato can just jump over the barrier. There is no problem, and she can draw the next card.

If she fails... The bulkhead closes in front of her. She can't move on without making a long detour. Because it takes time, the number of Event cards that can be drawn will be 1 less. If this prevents you from drawing cards, proceed to "Worst ending" (page 87).

Event 4

Encounter the war!

[Contents] Misato can see three soldiers at the end of the passage. Their leader also notices Misato, and he turns his muzzle toward her.

[Solution] Roll for [Quick Action].

[Results] Depending on the success or failure of [Quick Action], there are two possible endings.

If you succeed... Misato is fortunate that she noticed them first and is able to defeat the enemy. Misato can draw the next Event card.

If she fails... She manages to beat the opponent, but Misato is also injured. From now on, Misato rolls for [Quick Action] as a Weakness.

Event 5

Fork in the Road

[Contents] The corridor splits and Misato must decide which path to follow.

[Solution] Roll for [Observation] for.

[Results] Depending on the success of [Observation], there are two possible endings.

If successful... Misato knows that one way leads to Terminal Dogma where the Rei clones were kept and the other leads to the EVA cages. She knows Shinji would avoid Terminal Dogma because of the trauma he experienced there. Confidantly she heads down the passage to the cages.

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Misato may flip over a bonus Event card without expending any time. Once she has flipped over that card follow its instructions. Again, this bonus card does not count against her time since her keen observation eliminated having to search Terminal Dogma.

If Misato fails... Both passages seem to lead to locations that are equally likely to contain Shinji, so she decides to follow her gut. Down the passage, she sees a figure ahead of her. They are enemy soldiers. An Event similar to "Encounter the War!" occurs so go to Event 4 and follow the instructions. This Event does not count against your time.

Event 6

Crack in the ceiling!

[Contents] Ahead of her in the passage, there is a big crack in the ceiling, and debris and dust are falling down. It may be dangerous to pass through here, but there is no other way.

[Solution] Here, the remaining NERV HP is important. If there are more than 30 NERV HP, the ceiling will not collapse and Misato will automatically succeed. If NERV HP is less than 30, the ceiling will collapse in the middle, so Misato must roll for [Quick Action].

[Results] There are two possible endings depending on NERV HP and the success or failure of [Quick Action].

If successful... Misato was able to get over the danger zone and make it to an intact portion of the passage. She can draw the next card without any problems.

If she fails... The ceiling collapses in front of her. It's a dead end. There is no way to get to that location and search it for Shinji. Randomly remove one of the Event Cards and discard it. If it is Event 1, proceed to "Worst Ending" (page 87).

Event 7

Behind you!

[Contents] Misato has a feeling someone is behind her. She catches the smell of slaughter and gunpowder. She quickly drops to her stomach as countless bullets pass over her body. She was almost ambushed from behind! She has to get out of this predicament.

[Solution] Roll for [Calmness].

[Results] Depending on the success or failure of [Calmness], there are two possible endings. If Misato succeeds... She has the advantage over the people behind her with her knowledge of NERV's layout. However, because she was forced to make a detour and cannot search

the location she was going to, remove one of the Event cards from play and discard it. If she fails... she manages to evade the enemy, but it took a considerable amount of time, and she also suffered a hand injury. After this [Quick Action] is rolled as a weakness, and because she was forced to make a detour and she cannot search the location she was going to, remove one of the Event cards from play and discard it.

Event 8

Wounded defender

[Contents] Misato can see a shadow move among the dead NERV staff who are scattered on the floor of the passage. It is a survivor. She can talk to him or move on.

[Solution] Roll the dice for [Negotiation].

[Results] There are two possible endings depending on the success of [Negotiation]. If Misato succeeds... Breathlessly, the staff member tells her about the last two locations he passed through before being shot. Misato can flip over two of the face-down Event cards to see them. When she is finished looking at them, turn them down again.

When he's done, the NERV member takes a last breath in Misato's arms and dies. If she fails... the NERV staff member will open his mouth trying to say something, but he will die before he can speak. Misato's chest is full of bitterness, but that doesn't mean she has time to wallow in self-pity. Go to the next card.

Event 9

Aftermath of the missile attack

[Contents] As Misato makes her way through a corpse filled corridor, missiles rain down on NERV from the stratosphere. The entire headquarters shakes, sending the corpses on the floor toward Misato with flailing arms and bloody uniforms.

[Solution] Roll for [Calmness].

[Results] Depending on the success or failure of [Calmness], there are two possible endings. If Misato succeeds..... No matter what happens, Misato cannot forget why she is here. She can move to the next Event card without hesitation.

If she fails... The horde of flailing corpses horrifies Misato. She hasn't forgotten the purpose of finding Shinji, but she can't make a calm decision. After that, [Quick Action] and [Negotiation] are both treated as Weaknesses.



Event 10

Emergency message from Hyuuga

[Contents] An emergency call comes from Hyuuga in the secondary command center. The message is that the command center is under attack. Hyuuga has information about two places Shinji might be hiding. The conversation is at a high risk of being intercepted, so it is not possible for Hyuuga to clearly indicate what he knows. Misato has to have a conversation in code so that the enemy doesn't know...

[Solution] Roll for [Negotiation].

[Results] Depending on the result of [Negotiation], there are two possible endings.

If successful... Misato manages to get a hint about Shinji's whereabouts. She can flip over the next two face-down Event cards to see them. When she finishes looking at these cards, she must turn them face down again.

If she fails... she couldn't really grasp Shinji's whereabouts. However, maybe the current conversation has given the enemy an idea. The number of Event cards that can be drawn is reduced by one.

Ending

If Misato has completed all of the Events with NERV HP and time remaining, go to "Beginning of the End."

If Misato has run out of time or NERV HP has been reduced to 0 before she has completed all of the Events, go to "Worst Ending." These are the only two endings possible in solo play. Which ending will you as Misato end up with?

Beginning of the End

Misato rescued Shinji safely. However, Shinji remained lethargic and did not respond to Misato's spontaneous words of "Don't die till you've lived first."

No matter what condition Shinji is in, Misato must take him to the EVA to prevent Third Impact.

In order not to waste her death she must entrust this boy with the future of humanity.

Will Misato's thoughts be transmitted to Shinji?

With this rescue drama concluded, NERV reaches the time of its final battle.

TO BE CONTINUED

Worst Ending

A pool of blood spreads under her feet. In the center, a boy in a school uniform with his shirt stained red was sprawled on the floor. The red liquid that wets the floor flows from the boy's head. Misato was not in time.

She couldn't save Shinji.

Eventually the battle ends. NERV is defeated. It was not a nightmare anymore. It was brutal reality.

From somewhere she could hear a crying voice. Misato knew that she had lost all hope as she realized that the tingling sound was flowing from her lips.

THE END

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ACTIVITY LIMIT

200 Seconds!

A convenient card game to play anytime, anywhere.

This game can be played anytime, anywhere. It's about the Mass Production EVAs vs. Unit 02. Can you protect NERV?

Special bonus game

This is the third game scenario in this book. It is a mini card game set after the Dead Sea Scrolls and the Hidden Dead Sea Scrolls scenarios. The former scenarios have quite a lot of material, and it takes a long time to play one game, but the mini card game, as the name implies, can be played in 5 minutes. Use it for school breaks and a little change of pace between adventures.

Game content

The game is based on the second half of the movie version of "THE END OF EVANGELION" released in the summer of 1997. It recreates the final battle of the 9 Mass Production EVAs against Unit 02.

The time left for Asuka and Unit 02 is 3 minutes and 20 seconds. In 200 seconds, you must defeat the Mass Production EVAs. Is it possible for Asuka to meet the deadline and change the ending, or will she face a mortal end like in the movie?

That is the content of the game.

The game is designed to be played by two people, but by omitting the steps in the middle, it is possible to play alone.

What to prepare

The following items are required when playing with two people.

EVA Unit 02 Card
9 Mass Production EVA cards
9 Battle Cards
9 Time Chits
2 Dice
9 Utility cards
A pad of paper and writing instruments

That's all.

Game preparation

First, place the EVA Unit 02 card in a suitable place. Arrange the Mass Production EVA cards in a ring surrounding Unit 02. Make sure that the tops of the Mass Production EVAs are on the inside so that it looks like a flower around Unit 02 (Fig. 1).

Once that is done, decide which player will be the Seele side (the Mass Production EVAs) and which will be in charge of NERV (EVA Unit 02).

Turn the time chits over to the person in charge of the Seele side. Please keep the battle cards, notepad and writing instruments in the hands of the person in charge of the NERV side.

Turn the Utility Cards upside down and shuffle them, placing them face down between the two players. Now you are ready.

Game rules

The game progresses by repeating the following steps.

1. Decide whether to draw a Utility card
2. Decide who to attack
3. Attack
4. Draw a battle card
5. Draw 1 time chit
6. Calculate remaining time

1. Decide whether to draw a Utility card
The Utility Cards give the NERV player an advantage in combat. But the Lance of Longinus can be used by the Seele Player. It is in Seele's interest to secure the Lance.

Begin by shuffling all of the Utility cards into a pile. First, the Seele player rolls two dice. If you roll an odd number, you can choose to draw a Utility card. Once you look at that utility card you may either hold it in your hand or return it to the pile and roll the dice again to try to draw a new card. This continues until you decide to stop or roll an even number.

If you manage to draw the Lance of Longinus, you should stop and hold it in your hand.

The Seele player can choose not to draw any more Utility cards especially once they have the Lance.

If the dice are even, the right of choice is transferred to the NERV player.

The NERV Player may automatically draw one card and decide to hold it in his hand or return it to the pile and draw again. The NERV player may only do this up to five times (including the initial draw). The Lance of Longinus can only be used by Seele, so it is not in NERV's interest to hold it in hand. As a rule of thumb if the Lance has not been drawn and discarded by the fourth card drawn, the NERV player should hold the card in hand rather than risk being stuck with it.

The effect of the Utility card can only be used once and then it is returned to the draw pile.

2. Decide who to attack

The NERV player selects one of the Mass Production EVAs to fight. You can choose whichever one you like to begin, so choose any EVA from the nine. But you cannot change the selected opponent until you defeat it. If you defeat that Mass Produced EVA, choose either of the EVAs next to it. That will be your next opponent.

3. Attack

Once the opponent is decided, it is time to attack. First, write down the number of attacks as "1" on the memo paper. After writing, the person in charge on the NERV side should roll two dice twice.

The attack hits if either of the rolls is odd.

If you get an even number both times, you miss. You can use the Utility Card you drew here to help you if you want. For example, if the Utility card you drew is "A word of encouragement," then you can use it to increase the number of times you roll the attack dice from two to three.

If you hit, you proceed directly to the next step. If you do not hit, write the attack count as "2" on the memo paper and roll the attack dice again as before. Repeat this process until you hit. Of course, you need to increase the number of attacks to "3" and "4" each time you fail.

4. If an attack hits, draw a battle card to determine how much damage it does.

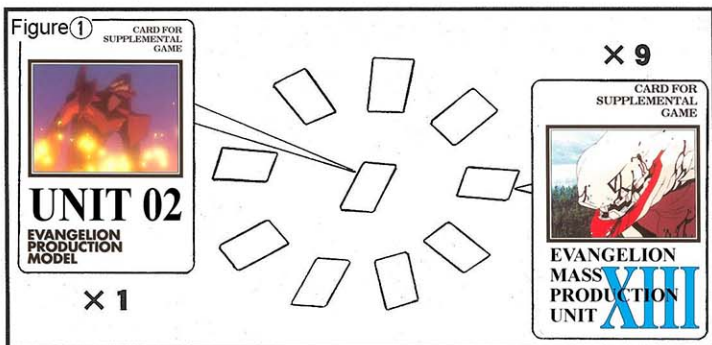
Keep the battle cards face down in a pile beside you. The NERV staff should draw two of them. Please be aware that if you drew and then use the Utility cards "Frigate" or "n2 bomb" you will get three cards.

Each Mass Production EVA has 1 HP, so if you have at least one small, medium or large hit card, you have defeated it. Move on to the next.

If you can't deal any damage, go back to step 3 and start the process again, adding this new number attacks to your running attack count total (ie. If you were at 4 attack count before, you now advance to 5 and so on).

5. If you defeat the EVA in one hit, the Seele player now draws one Time Chit.

Multiply the attack count it took you to defeat the Angel and multiply it times the number on the Time Chit.



"Attack count x time chit" is the number of seconds it took to defeat the Mass Produced EVA. For example, if you attack once and the Time chit is "20," it takes 20 seconds to defeat that EVA. With the same "20" time chit, if the number of attacks was 3, the time taken to defeat it would be 60 seconds.

Once you have calculated the time required to defeat the EVA, proceed to the next step. Also, please keep the chit drawn separately. That chit will not be drawn again until the Lance of Longinus is released.

6. Calculate remaining time

Add up the time it took to defeat any previous EVAs with the time it took to defeat this one. Be sure that you are only adding the seconds together, not the number of hits. Write the total elapsed time on the note pad. If that number has not reached 200, return to Step 1 and take on the next EVA.

Ending conditions

If the time exceeds 200 seconds, Seele wins. History is as in the movie version, and the game ends with the destruction of Unit 02.

If you defeat the 9 Mass Produced EVAs before reaching 200 seconds, NERV wins. EVA's history has been changed and no Third Impact occurs. Asuka will be satisfied and her mental state will be restored because she saved NERV by herself at the time of its greatest need.

When playing alone

The mini card game can be played alone by making the following two changes, but when playing alone, you can only play NERV.

1. Do not use the Utility cards

Utility cards have a bargaining element and are not suitable for use when playing alone. Be sure to skip step 1.

2. Time chit placement

Time chits should be placed randomly on the Mass Production EVAs, one chit on each, face down. If you defeat the EVA, return that chit to the discard pile. Use the revealed chit for the calculation in step 5.

Change the contents of the Utility card

In this game, change the contents of the Utility card as follows.

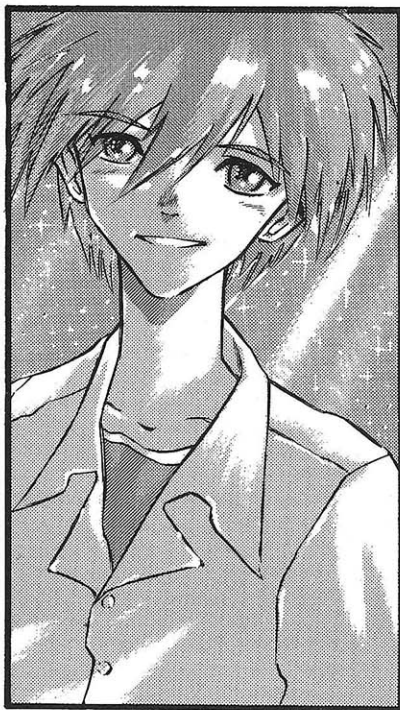
- Spirit
"Increase the remaining time by 10 seconds."
- Word of encouragement
"Roll the dice three times instead of twice for this attack."
- Casual kindness
"This card has no effect."
Frigate/n2 bomb
"This attack, draw 3 battle cards instead of the usual 2."
- Lance of Longinus
The Lance can only be used by the Seele player and only in the procedure of drawing time chits. All previously discarded chits are returned to the draw pile. The Seele player then may draw two chits instead of the usual one and add them together. For example if you draw chits "10" and "20" you add them together for the result of "30." This can burn off a lot of the NERV player's time. The Lance is returned to the Utility Card draw pile after use.

Kaworu Nagisa's

Neon Genesis Evangelion
RPG The Descent of Angel

Q&A corner

Good Game



Q

I selected NERV headquarters in step 1 of the game, but I succeeded in quick action in step 4 and decided to go to the Middle school. When calculating stress, should I record that I spent the day at NERV HQ or the Middle school, or a combination of both?

A

The sun rises from the horizon, then sets and then reappears. You guys, the Lilin, call the amount of time that passes thus "one day." The choice in step 1 was only a plan of where you intended to spend the day. The important thing is where you actually were in the end. In this case, your hope was to go to NERV headquarters but you actually went to the school. A Lilin's fickle heart is vulnerable. It is only at the middle school that the condition of increased stress was created and trapped inside your AT Field.

Q

If a character called by the Event card succeeds in [Quick Action] in the next step, is it possible to move to another location?

A

Lilin's limited powers can't go against the decree of fate. You know you're weak, don't you? So the person called by the Event card cannot take quick action in the following steps. You can't move around, waiting for the contents of the Event to catch up with you. You, who exist with such weaknesses, deserve respect.

Q

Even if Touji-kun isn't in school, if Shinji goes to school, will the effects of Shinji-kun's stress relief be doubled?

A

Shinji Ikari's heart, which is as delicate as glass, cannot be healed just by going to school. Only the warm words of a friend give him the illusion that the void of his heart is filled. Not all of you Lilin are the same to Shinji-kun, are you? So, Shinji can get double the effect only in the place where Shinji's friend Touji Suzuhara is. If he was in the hospital, that would be a place where you could get double the effect.

A tactical analysis of the rules of the game.

Using a Q&A, this section explains the points that you should pay attention to when you play the game, and clarify things where you may be in doubt.

The respondent is Kaworu Nagisa.

If you read this, remember, the Commander is always right!



Q
If I roll a '7' while I have 2 Utility cards, can I not draw a new card? Or, if I draw 1 card can I have 3 cards in my hand? Also, can I immediately use 1 on the spot and keep the other two?

A
Utility cards are nice. They are a manifestation of the kindness that Lilin can show to others. I believe that for me, the answer is nearly-transparent, though hidden from the fragile surface of the Lilin mind. God would not deny such a state of grace from the Lilin's heart. So even if you draw a third one, you may use one immediately or discard one. You should use it with confidence.

Q
Can you hold battle cards in your hand like you would any other card until you're done with them, or do you draw from all 9 of them in each attack?

A
Battle cards are only for fighting. Their use is one-time only. So, after each attack, you must return the drawn cards again to the pile. For example if you do damage by shooting, you draw three cards in a row and apply their damage then shuffle them back into the pile. The time to draw battle cards is only for each attack.

Q
I understand how to play with 5 people, but what should I do if the number is smaller than that? For example, can you play with just Misato and Ritsuko?

A
As in the world of the main story, I can't talk about Evangelion games without my Shinji-kun. So no matter how small the number is, he must be present. No matter how much it could hurt him. Anyone else can participate after that. No matter who's left, it's your choice to decide, Lilin, so I can't tell you who to choose. However, if you want to choose a path where the Lilin survive, I recommend that you choose in the order of Ms. Misato first, Dr. Akagi second, then according to the number of people. I want you to be careful not to hurt Shinji-kun's naive heart though.

Q
The character cards of Kaworu and Touji are attached, but they are not mentioned in the rules at all. May we play with those two people?

A
It's an honor that you wish to take care of me. It's true that our cards are there, but they only exist as a result of trying to give such a finite number of choices a little bit of breadth. If the future you long for is not consistent with the main story and you want to try other possibilities, I would be honored to be of use. In this case I and Touji are the same as anyone other character though I would be happy if you could allow me to encounter Shinji in that world.

Q
If the EVA has a low HP due to an earlier battle, but the HP could not be recovered by the time the Angel appeared. Is EVA unable to participate in battle?

A
The Lilin, who are not God, cannot change the present that already exists. A zero HP means that Lilin and Adam's child has been deactivated. Of course, such a person should not move just because our friends have appeared. Far from participating in the battle, the EVA could not lift an arm in defense.

Q
Is it possible to enjoy the Dead Sea Scrolls once played with the same players again?

A
Even if you can not move from the prescribed Events, the life you will live in it will be different. That's why your Lilin lives are worth living and I decided to give in to Shinji-kun. If this was a novel, even if you read it again, all the details would be as they were originally set by God. But in this game, the behaviors of the Lilin change what happens each time they play. For example, even if ones stress rises, it will be different from before depending on the combination of people in the same place. If the stress value is different, the place to go next will naturally be different. With this game, the same story can be reproduced with different freshness, just like the history of the Lilin. Like music, this may also be a cultural zenith created by the Lilin. The game is good. Don't you think so?



使徒
降臨
The
ANGEL

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For those interested in more RPGs...

Let's take a look at some more books in the RPG Game genre similar to "The Descent of Angel!"

Let's start with the Comp Collection!

Just as there are many types of computer RPG games such as "Dragon Quest" and "FF," there are also many types of Table Talk RPGs such as this one. Above all is the series called "Comp Collection Special", which is a combination of a card game and a book, which is perfect for people who are new to playing RPGs. This book belongs to this Comp Collection Special series. Therefore, I would like to introduce some carefully selected games currently being published. If playing "The Descent of Angel" has left you with a desire for more, please try one of these.

Neon Genesis Evangelion RPG The NERV White Paper

Original/GAINAX • Author/ Mitsuhiro Nakazawa (ORG)
Published by Kadokawa Shoten • 1800 yen (excluding tax)

As you can see by looking at the title this book is the brother of this volume. While "The Descent of Angel" takes place after the 17th episode of the TV series, "The NERV White Paper" reproduces from the first episode of the series on. There are three Dead Sea Scrolls included. All of them have original stories that are not available in the TV series, and you can enjoy them as many times as you want with this book. The rules are almost the same. The Dead Sea Scrolls are also available for solitary play so that you can buy it and be playing immediately. This book is recommended for those who found this book interesting to play. So please get it and play it.

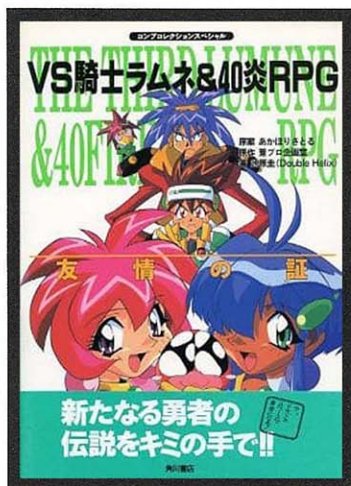
VS Knight Ramune & 40 Flame RPG Proof of Friendship

Original/Satoru Akahori / Kei Ikehara (Double Helix)
Published by Kadokawa Shoten • 1700 yen (excluding tax)

This is also a game based on a TV anime, just like this book and "The NERV White Paper". Independent of the TV series, the content is a search for Ottama Gate.



COMP
COLLECTION
SPECIAL



For those interested in more RPGs...

It includes a chart that allows you to create your own game scenarios. The content is designed so that you can play it over and over again. Of course it is recommended for Ramune fans. If you don't know Ramune, check out the video.

Record of Lodoss War Card game collection

Original work / Hitoshi Yasuda Ryo
Work / Hiroshi Takayama and group SNE
Published by Kadokawa Shoten • 2200 yen (excluding tax)

A card game based on "Lodoss Island," a hit novel that was the pioneer of light fantasy novels and became an original video animation. The feature of this game is that it combines 3 types of games, all of which you can play without knowing "Lodoss." Of course, it's true that knowing the background of Lodoss will make it even more fun. In addition, there is no equivalent to the Dead Sea Scrolls in this book, so you can play it as if you were playing a game of life. It's the easiest of the three books I've listed so far. If you are a fan of such games after reading this book, as well as a fan of "The Battle of Lodoss," please give it a try first.

Expanding the game's world

The "Comp Collection Special" series is, so to speak, an introductory level of RPGs. For example, "The Descent of Angel" is naturally limited in how many times it can be played. You can only play it based on what is contained in the prepared Dead Sea Scrolls.

Compensating for these drawbacks, you can create a story by yourself, and can play games with higher narrative power as many times as you want in the "Lodoss Island Card Game Collection" and even "The Descent of Angel."

Since you have to create the Dead Sea Scrolls yourself, the difficulty required of the player assuming the role of GM will naturally increase. However, the pleasure when playing is so considerable that you will forget the initial effort. The rough shape of a true RPG is actually in these games.

If you want to play such a game, please look for the series "Kadokawa Sneaker G Bunko" (published by Kadokawa Shoten) or a series called "Futomi Dragon Book" (published by Fujimi Shobo). You can find it by visiting any large bookstore in your neighborhood.

Many games such as "GURPS" and "Sword World" have been launched, so please pick them up and you'll be sure to discover new things.

Designer's Note

The previous "NERV White Paper" was well received by everyone, and I want to thank all the staff. Many of the requests we received at that time were, "I want more scenarios (Dead Sea Scrolls)" and "I want to play something that matches the TV series." This time around I wanted to create something that can satisfy both these two points at the same time. As a result of many struggles, I and the editor in charge were able to deliver this second volume of the Evangelion RPG, "The Descent of Angel" to everyone. Are you satisfied?

Those of you who have already played this game will understand, but this game aims to reproduce the flavor of "Evangelion" over the battle mechanics. Some people may find this unsatisfactory. However, as the author, I thought that "the attraction of Eva is its essence of human drama."

Holding true to this opinion, I decided to put it at the core of the game. For this reason, I thought that the stress that shows the relationship between each character and the diary for recording their feelings are important, and I designed the game so as to omit the other parts as much as possible. This direction has not changed since the "The NERV White Paper". Aside from some minor revisions, we were able to deliver the game as originally intended. I hope that as many people as possible will enjoy it.

Lastly, I wish to thank everyone at GAINAX who kindly agreed to allow me to make such a game: Mr. Kubo in charge, Mr. Yuasa and Mr. Akahoki who designed this book beautifully. I would like to take this opportunity to also thank all readers. I hope you enjoy playing it as much as I enjoyed writing it.


While watching Ferrari/Michael Schumacher take the checkered flag,
Mitsuhiro Nakazawa

使徒
The Descent
降臨
OF
ANGEL

COMP COLLECTION SPECIAL
NEON GENESIS EVANGELION RPG

THE DESCENT OF ANGEL

使徒の降臨
The Descent
OF
ANGEL

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NERV UN



イカリ シジイ SHIJI IKARI

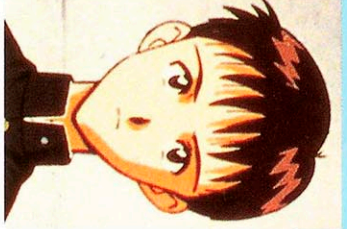
Strength
EVA Synchro
Stress Relief

000111001011

Weakness
Negotiation
Quick Action

000111001011

Combat Ability
EVA Pilot



0001-137-22

NERV UN



アヤナミ レイ REI AYANAMI

Strength
Calmness
Patience

00101011101

Weakness
EVA Berserk
Negotiation

00101011101

Combat Ability
EVA Pilot



0001-225-09

NERV UN



ソリユ アスカ ラングレー SORYU ASUKA LANGLEY

Strength
Quick Action
Observation

0001011011

Weakness
Calmness
Patience

0001011011

Combat Ability
EVA Pilot



0001-105-33

NERV UN



カツラギ ミサト MISATO KATSURAGI

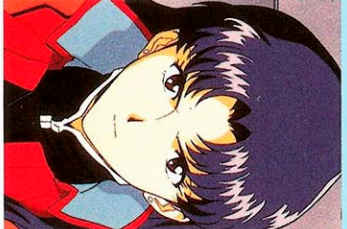
Strength
Quick Action
Negotiation

0011001010

Weakness
Patience

0011001010

Combat Ability
Operation Command



0001-452-19

Location benefits and modifiers

Success of [EVA Synchro] at NERV Headquarters increases harmonics by 1.

Stress increases by 1 when [EVA Synchro] fails at NERV headquarters.
If you don't go to the Terminal Dogma once every 3 days, your stress will increase by 2.

Stress increases by 1 when alone with Asuka.

Stress decreases by 3 when alone with Shinji.

EVA Berserk table

2. Damage NERV HQ HP by 15 and stop functioning. Unit 00 is destroyed
3. Damage NERV HQ HP by 15 and stop functioning. Unit 00 suffers 2 damage
4. Damage NERV HQ HP by 10 and stop functioning. Unit 00 suffers 2 damage
5. Damage NERV HQ HP by 5 and stop functioning. Unit 00 suffers 1 damage
6. Damage NERV HQ HP by 5
8. Unit 00 destroyed and stops functioning.
9. Damage any 1 EVA Unit and Unit 00 by one battle card and stop functioning
- 10 Damage any 1 EVA and Unit 00 by 2 battle cards and stop functioning
- 11 Damage all EVAs by 2 battle cards and stop functioning
- 12 Unit 00 is completely destroyed. Damage the remaining EVAs by 2 combat cards

NEON GENESIS EVANGELION RPG

Location benefits and modifiers

NERV's HP increases by 10 when [Operation Command] is successful at NERV HQ

Increase stress by 1 at NERV HQ, increase stress 1 more if Ritsuko is there.
Increase stress by 2 when called by an Event card elsewhere.

Resting in Misato's Apartment or shopping in the city reduces stress by 1.

Relaxing in the Hilltop Park reduces stress by 2 if you are alone.

Stress is reduced by 3 when alone with Shinji outside NERV HQ.

Stress penalties

In battle with stress of 5 or more, ignore rolls of 3, 5, 9, and 11 for [Operation Command]. Roll again.

Operation Command Table

2. Falling rocks at NERV HQ! Receive 20 points of damage at once
3. The armory building is functional. HP of NERV headquarters recovers by 10 points
4. Communication is down! NERV loses 15 HP and you can't roll the dice next turn.
5. No damage. You can continue fighting as it is!
6. Only the weapons building was blown away. 5 points of damage
7. A successful pilot can draw an extra Battle card fill your next turn
8. Serious damage to transportation. 5 points of damage
9. The damage is so small that it cannot be accounted for. The battle can continue!
10. Hit to the armor plates! Damage of 10 points
11. Accurate Prediction! Any 1 EVA Unit can have an extra turn!
12. Clear instruction mistake! All EVA units damaged by 1 Battle Card each

*NERV headquarters will be damaged by this table

NEON GENESIS EVANGELION

RPG

Location benefits and modifiers

Success of [EVA Synchro] at NERV HQ increases harmonics by 1.

Increase stress by 3 at NERV HQ.
Increase stress by 1 when called elsewhere by an Event card

Successful [Stress Relief] reduces stress by 1.

Stress is reduced by 2 when Stress Relief is performed in the presence of Touji. (usually at school)

EVA Berserk table

2. Complete Berserk! Defeat the Angel, but also destroy NERV HQ down to 10HP
4. Damage NERV HQ HP by 15 and stop functioning. Unit 01 suffers 2 damage
6. Damage NERV HQ HP by 10 and stop functioning. Unit 01 suffers 2 damage
8. Damage any 1 EVA and Unit 01 by 2 battle cards and stop functioning
10. Damage all EVAs by 2 battle cards and stop functioning
12. Complete Berserk! Defeat the Angel, but battle all other EVAs until Unit 01 stops and Berserk ends

NEON GENESIS EVANGELION RPG

Location benefits and modifiers

Successful [EVA Synchro] at NERV HQ increase harmonics by 1.

If other people succeed in [EVA Synchro] and you fail, increase stress by 1.
Stress increases 1 when you are at NERV headquarters

Stress increases 1 with Rei

Stress increases by 1 with Misato outside NERV HQ

Increases stress by 2 when called elsewhere by an Event card

Being alone with Shinji reduces stress by 3 (however, if Shinji's harmonics are 5 or above, this bonus is not available)

Spend one day alone in the city or at Lake Ashinoko to reduce stress by 1

EVA Berserk table

2. Damage NERV HQ HP by 15 and stop functioning. Unit 02 suffers 2 damage
4. Damage NERV HQ HP by 10 and stop functioning. Unit 02 suffers 2 damage
6. Damage NERV HQ HP by 5 and stop functioning. Unit 02 suffers 1 damage
8. Damage any 1 EVA and Unit 02 by 1 Battle Card and stop functioning
10. Damage any 1 EVA Unit 02 by 2 Battle Cards and stop functioning
12. Damage all EVAs by 2 battle cards and stopped functioning

NEON GENESIS EVANGELION RPG

Location benefits and modifiers

If you don't go to the hospital for 3 consecutive days, your stress will increase by 3

Successful [EVA Sync] at NERV headquarters raises harmonics 1

A day at NERV headquarters increases stress by 5

A day at school reduces stress by 1

A day at the hospital reduces stress by 2

EVA Berserk table

2. Damage NERV HQ HP by 15 and stop functioning. Unit 03 completely destroyed
 3. Damage NERV HQ HP by 15 and stop functioning. Unit 03 suffers 2 damage
 4. Damage NERV HQ HP by 10 and stop functioning. Unit 03 suffers 2 damage
 5. Damage NERV HQ HP by 5 and stop functioning. Unit 03 suffers 1 damage
 6. Damage NERV HQ HP by 5 and stop functioning.
 8. Suspended due to damage from Unit 3 small wreck
 9. Damage any 1 EVA and Unit 03 by 1 battle card and stop functioning
 10. Damage any 1 EVA and Unit 03 by 2 battle cards and stop functioning
 11. Damage all EVAs by 2 battle cards and stop functioning
 12. Unit 03 is destroyed. Damage the remaining EVAs by 2 combat cards
- *In either Event, it will be sent to the hospital for 2 days

NEON GENESIS EVANGELION RPG

Location benefits and modifiers

If you succeed in [EVA Support] at NERV HQ, the HP of any EVA increases 1.

Stress increases 1 when you are at NERV HQ. Stress rises one more if alone at HQ with Misato.

Spending time alone at NERV HQ reduces stress by 1

Increase stress by 2 with Rei at the same location

Working in Terminal Dogma increases stress by 2.

When you are called to another location by the Event Card, stress increases by 1

Spending time alone at Lake Ashinoko reduces stress by 2

Stress is reduced by 3 when alone with Misato outside NERV HQ

Stress penalties

If you enter battle with stress of 5 or more, rolling 4 or 6 for [EVA Support] is treated as rolling 2.

Similarly rolling 8 and 10, has the same effect as rolling 12

EVA Support table

- 2 An error occurred at the outlet! Any 1 EVA Unit loses its next 2 actions
- 3 Success in adjusting the synch rate! Any 1 EVA succeeds without rolling the dice next time
- 5 Increased synch rate! Harmonics value for any one pilot increases by 1
- 7 All EVA function's improved! The Angel's attack is nullified this turn
- 9 Self-healing function improved! Any 1 EVA Unit is restored by 1 HP
- 11 Self-healing function upgraded! Any two EVAs are restored by 1 HP
- 12 Poor maintenance. Any 1 EVA firearm in play becomes useless for the rest of this battle

NEON GENESIS EVANGELION RPG

Location benefits and modifiers

You can set your harmonics to any value from 1 to 6 points

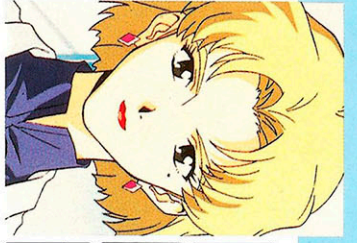
Being with Shinji reduces Shinji's stress by 3

Being with Shinji lowers harmonics by 1

Being with Rei raises Rei's stress by 1

*Since Kaworu does not increase stress, his EVA will never go Berserk





0001-463-85

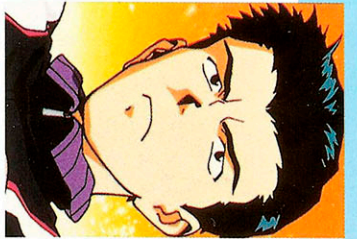
NERV UN



アカギ リツコ RITSUKO AKAGI

Strength	Weakness
Knowledge Observation	Quick Action
Combat Ability	EVA Support

0011011011



0001-254-62

NERV UN



スズハラ トウジ TOUJI SUZUHARA

Strength	Weakness
Quick Action	EVA Berserk
Stress Relief	Calmness
Combat Ability	EVA Pilot

0001011101



0001-999-99

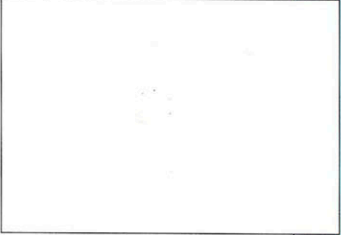
NERV UN



カワル ナギサ KAWORU NAGISA

Strength	Weakness
EVA Synchro	---
Combat Ability	EVA Pilot

0001000111



NERV UN



Strength	Weakness
Combat Ability	

0000000000

Combat Ability



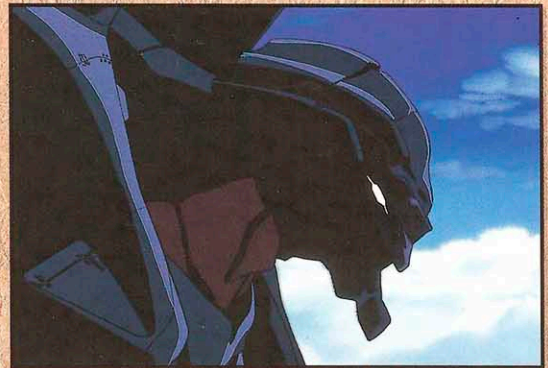
PROTO TYPE
EVA
00



TEST TYPE
EVA
01



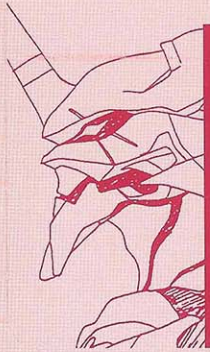
PRODUCTION
MODEL
EVA
02



PRODUCTION
MODEL
EVA
03

EVA Launch Penalty Table

- 2 You must run twice as many Berserk checks as usual
 - 3 All functions stopped! Berserk check must be performed
 - 4 It won't move! When you are hit, take twice as much damage.
 - 5 It's frozen! When you are targeted, you will be hit.
 - 6 Startup failed! Immediately perform startup check again
 - 7 The EVA starts without a problems even if there was an error
 - 8 The EVA starts, but pilot's stress increases by 1.
 - 9 The EVA starts, but pilot's stress increases by 2
 - 10 The EVA starts, but harmonics lowers by 1 and stress rises by 2
 - 11 The EVA starts, but harmonics lowers by 2 and stress rises by 2.
 - 12 The EVA starts, but harmonics decrease by 3
- *If the EVA doesn't launch, check activation again on your next turn.



TEST TYPE
EVA
01

EVA Launch Penalty Table

- 2 You must run twice as many Berserk checks as usual
 - 3 All functions stopped! Berserk check must be performed
 - 4 It won't move! When you are hit, take twice as much damage.
 - 5 It's frozen! When you are targeted, you will be hit.
 - 6 Startup failed! Immediately perform startup check again
 - 7 The EVA starts without a problems even if there was an error
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- *If the EVA doesn't launch, check activation again on your next turn.



PROTO TYPE
EVA
00

EVA Launch Penalty Table

- 2 You must run twice as many Berserk checks as usual
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 - 11 The EVA starts, but harmonics lowers by 2 and stress rises by 2.
 - 12 The EVA starts, but harmonics decrease by 3
- *If the EVA doesn't launch, check activation again on your next turn.



PRODUCTION
MODEL
EVA
03

EVA Launch Penalty Table

- 2 You must run twice as many Berserk checks as usual
 - 3 All functions stopped! Berserk check must be performed
 - 4 It won't move! When you are hit, take twice as much damage.
 - 5 It's frozen! When you are targeted, you will be hit.
 - 6 Startup failed! Immediately perform startup check again
 - 7 The EVA starts without a problems even if there was an error
 - 8 The EVA starts, but pilot's stress increases by 1.
 - 9 The EVA starts, but pilot's stress increases by 2
 - 10 The EVA starts, but harmonics lowers by 1 and stress rises by 2
 - 11 The EVA starts, but harmonics lowers by 2 and stress rises by 2.
 - 12 The EVA starts, but harmonics decrease by 3
- *If the EVA doesn't launch, check activation again on your next turn.



PRODUCTION
MODEL
EVA
02

A N G E L S

The 15th Angel Arael

Number of attacks.....Special
 Number of battle cards on hit.....0
 AT field.....Small Hits do no damage
 HP.....9
 Special ability • Mental attack.
 Increases the stress of one pilot by 1
 and decreases harmonics by 1

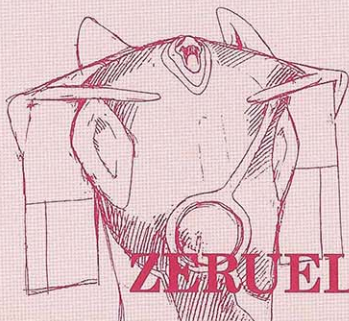


ARAEI

A N G E L S

The 14th Angel Zeruel

Number of attacks.....1
 Number of battle cards per hit.....3
 AT field.....Small Hits do no damage
 HP.....14
 Special ability.....None



ZERUEL

A N G E L S

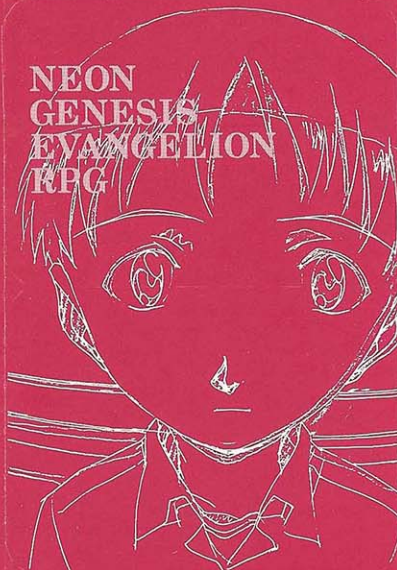
The 13th Angel Bardiel

Number of attacks.....1
 Number of battle cards per hit.....2
 AT field.....Normal
 HP...(In the middle of Event 9): 10(5)
 Special ability.....None



BARDIEL

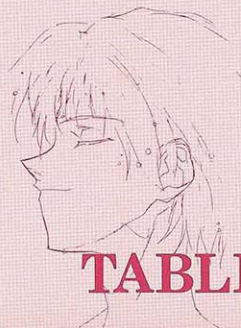
NEON
 GENESIS
 EVANGELION
 RPG



A N G E L S

**The 17th Angel Tablis
 (with Unit 02)**

Number of attacks.....1
 Number of battle cards per hit.....1
 AT field.....Normal
 HP.....5
 Special ability.....None

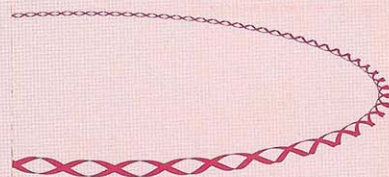


TABLIS

A N G E L S

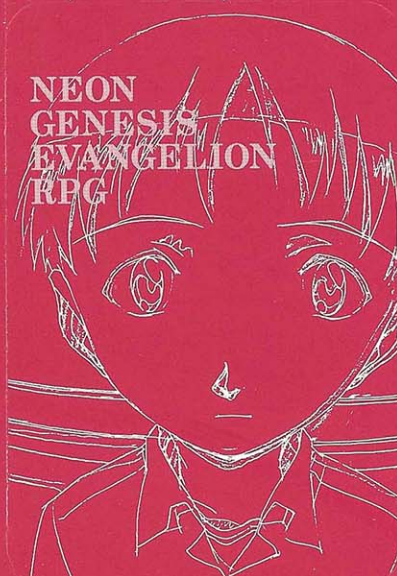
The 16th Angel Arumisael

Number of attacks.....1
 Number of battle cards per hit.....3
 AT field.....Small Hits do no damage
 HP.....12
 Special ability.....None

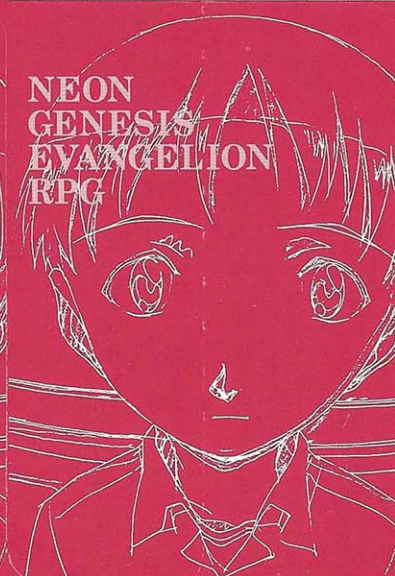


ARUMISAEI

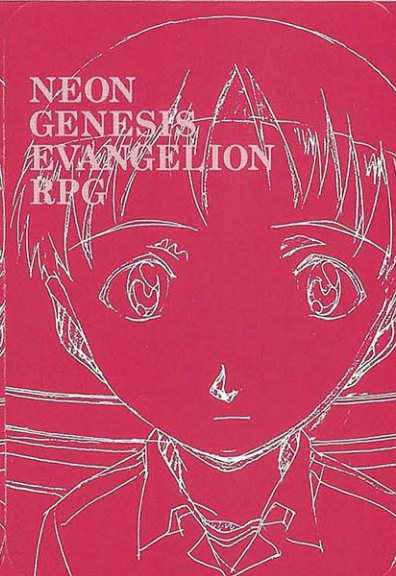
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 RPG



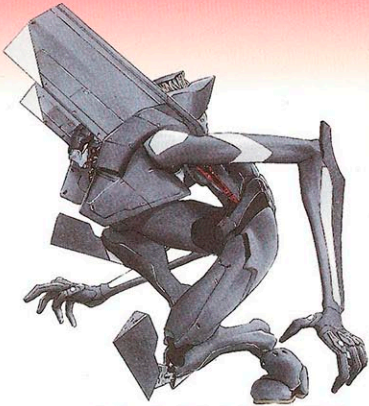
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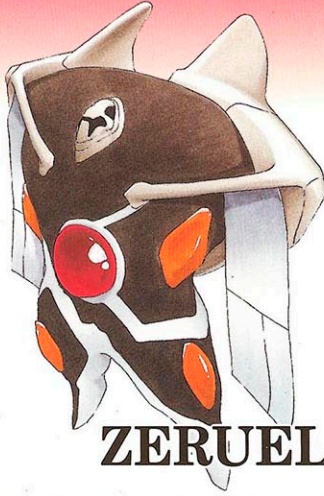


A N G E L S



BARDIEL

A N G E L S



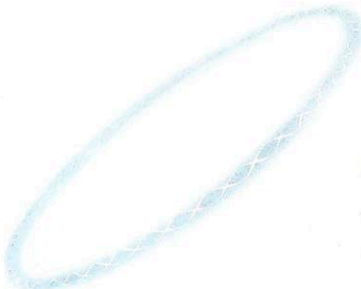
ZERUEL

A N G E L S



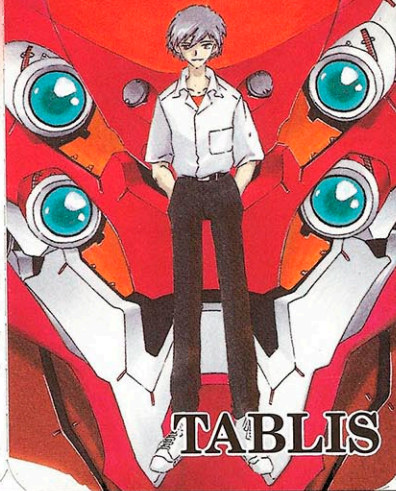
ARAEEL

A N G E L S



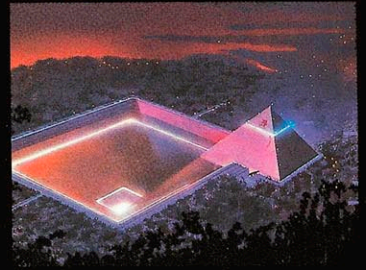
ARUMISAEL

A N G E L S



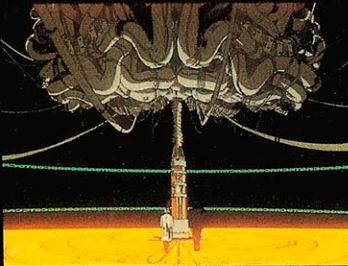
TABLIS

MAP



**NERV HQ
Geofront**

MAP



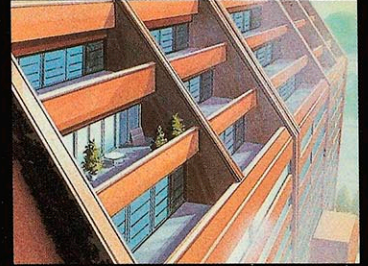
**Terminal
Dogma**

MAP



**Tokyo 3
Middle School**

MAP



**Misato's
Apartment**

MAP

New Hakone
Yumoto
Station



Kaworu's Room

MAP



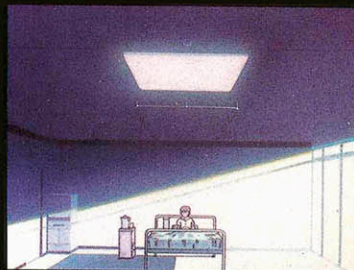
Hilltop Park

MAP



Downtown

MAP



Hospital

MAP



Lake Ashinoko

MAP



Matsushiro

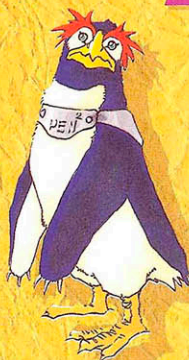
EVENT

1



EVENT

2



EVENT

3



E V E N T

E V E N T

E V E N T

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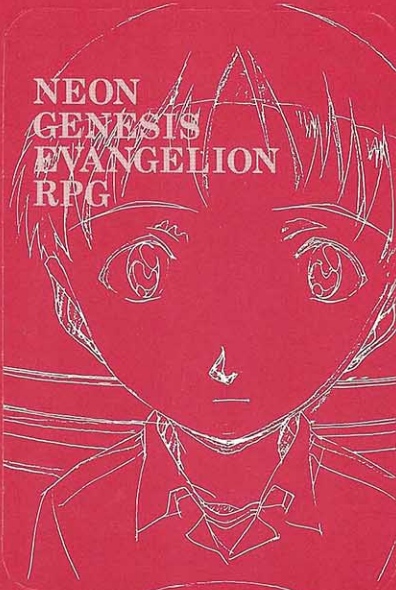
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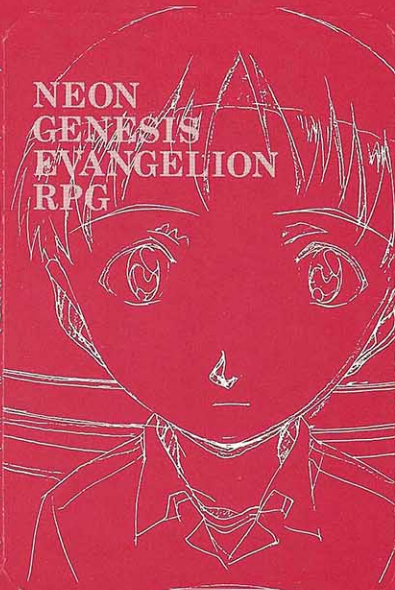
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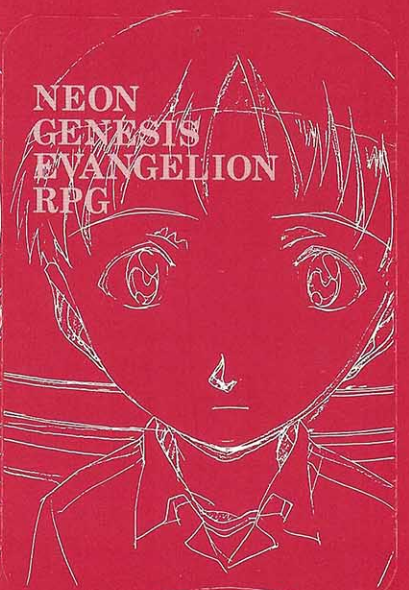
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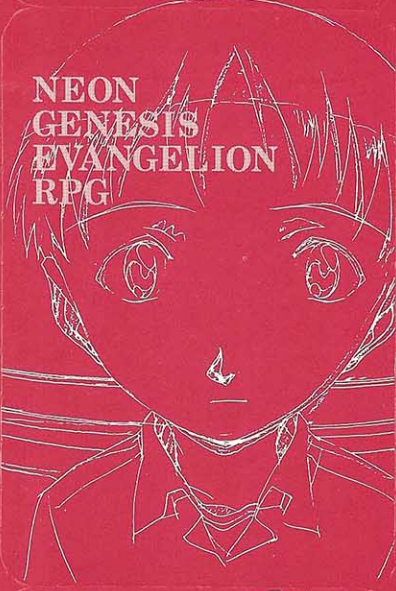
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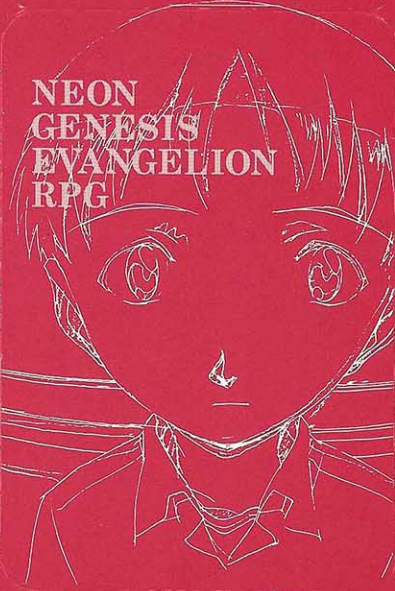
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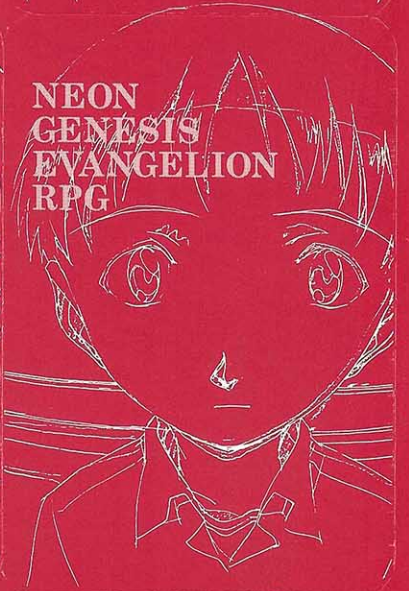
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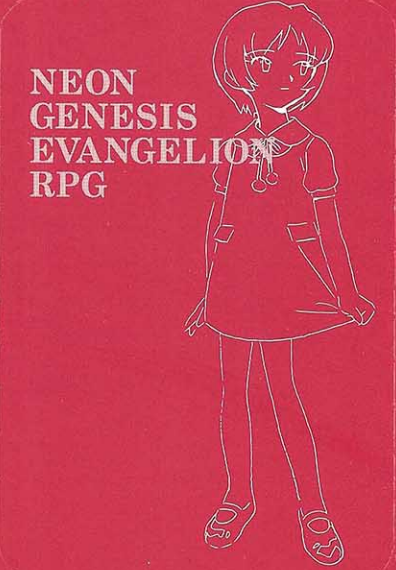
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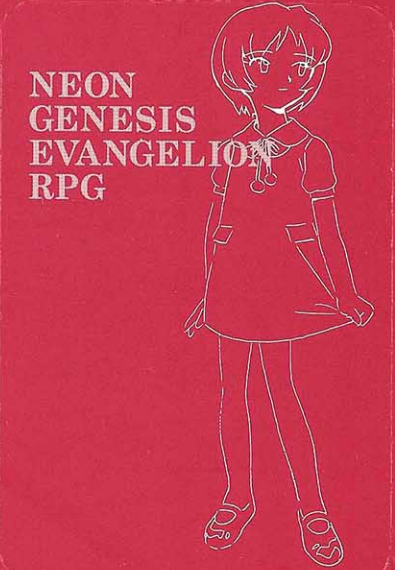
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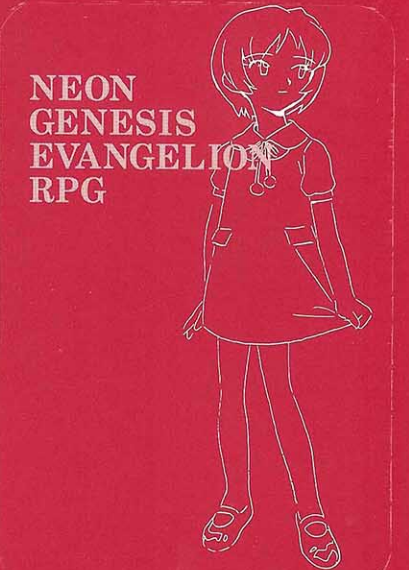
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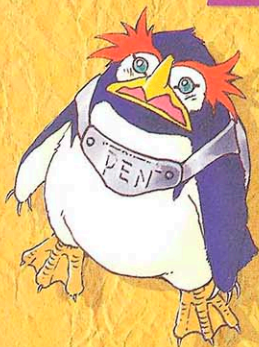


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EVENT

4



E V E N T

EVENT

5



E V E N T

EVENT

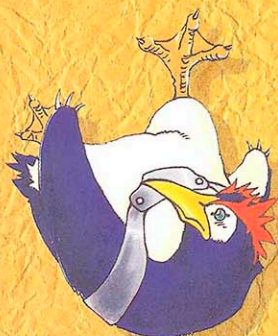
6



E V E N T

EVENT

7



E V E N T

EVENT

8



E V E N T

EVENT

9



E V E N T

EVENT

10



E V E N T

A Peaceful Day



E V E N T

A Peaceful Day



E V E N T

Hit Blocked

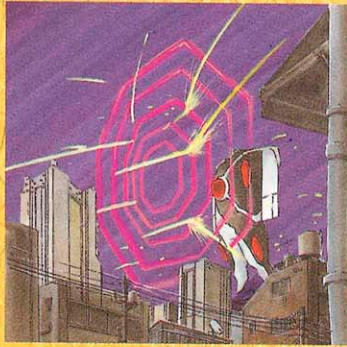
No Damage



B A T T L E

Hit Blocked

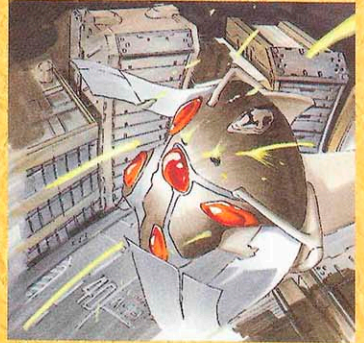
No Damage



B A T T L E

Small Hit

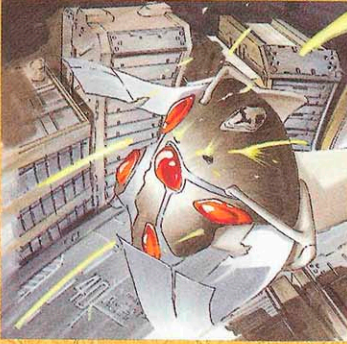
1 Point of Damage



B A T T L E

Small Hit

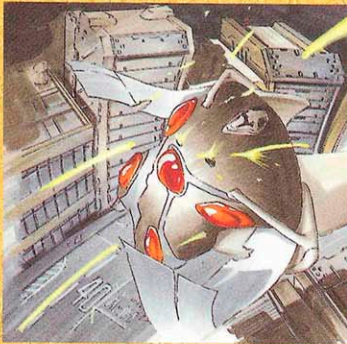
1 Point of Damage



B A T T L E

Small Hit

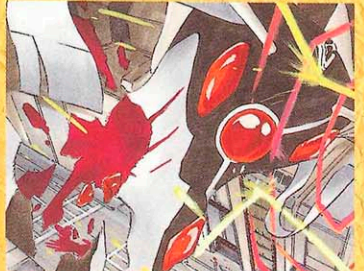
1 Point of Damage



B A T T L E

Big Hit

2 Points of Damage



EVA: One arm broken! You may not fire a ranged weapon again this battle.
ANGEL: Attack Count reduced by 1.

B A T T L E

Heavy Damage

2 Points of Damage



EVA: One leg broken! The EVA may not fight again in this battle.
ANGEL: Attack Count reduced by 1.

B A T T L E

Decisive Blow

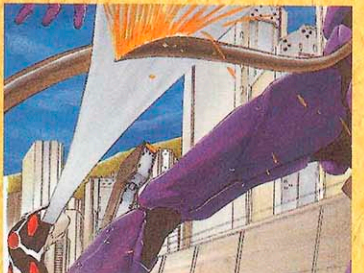
3 Points of Damage



B A T T L E

Umbilical Cable Cut

No Damage



EVA: Roll the dice for [EVA Berserk]
ANGEL: No effect

B A T T L E

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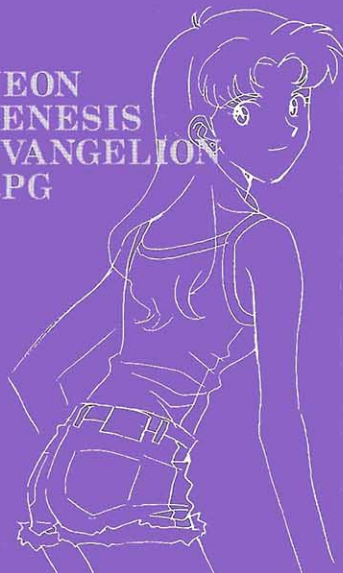
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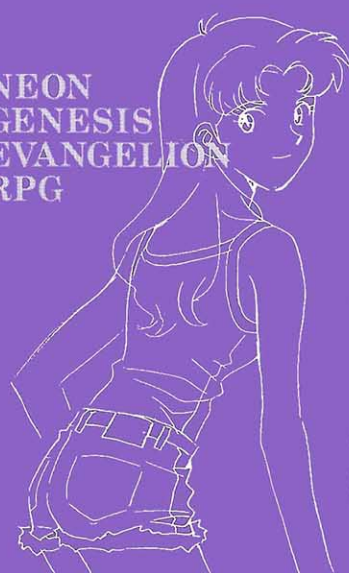
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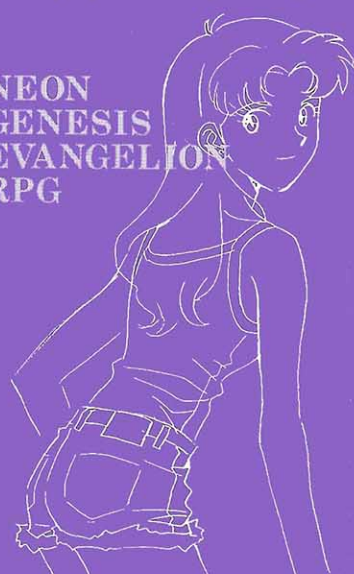
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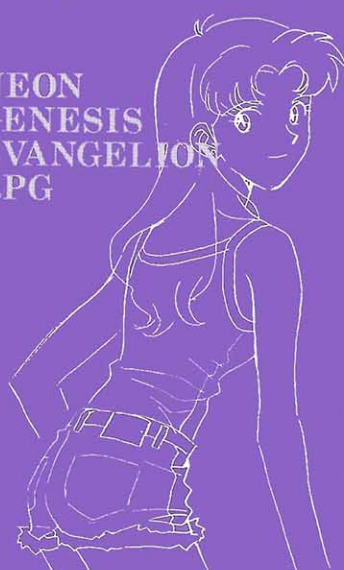
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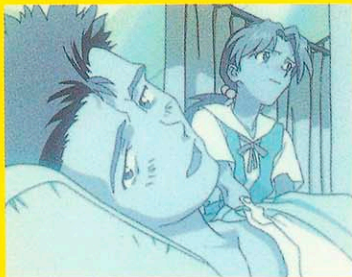


UTILITY Casual Kindness



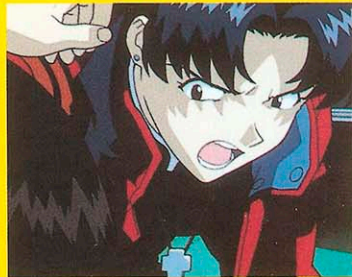
This Card can be used at any time. You can use it to reduce the stress of one person other than yourself by 2 points. This card can only be played on someone at your location.

UTILITY Casual Kindness



This Card can be used at any time. You can use it to reduce the stress of one person other than yourself by 2 points. This card can only be played on someone at your location.

UTILITY Show some Spirit!



You can use this card when you roll an even number on the dice. You can use this to cancel the even numbered result of any roll and treat the number rolled as a 7.

UTILITY Show some Spirit!



You can use this card when you roll an even number on the dice. You can use this to cancel the even numbered result of any roll and treat the number rolled as a 7.

UTILITY A word of Encouragement



You may use this card when a person other than yourself rolls an even number on the dice. That person can instead roll the dice again. This card can only be played on someone at your location.

UTILITY A word of Encouragement



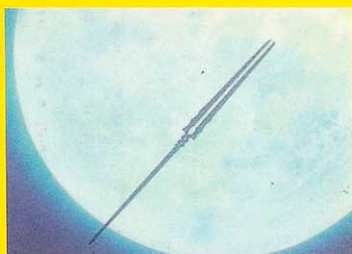
You may use this card when a person other than yourself rolls an even number on the dice. That person can instead roll the dice again. This card can only be played on someone at your location.

UTILITY n2 Bomb



If you succeed in [EVA Manipulation] when you use this card, you can draw 4 battle cards. If you fail, you can still draw 2 battle cards. If a non-EVA pilot draws this card, return it to the pile and draw again.

UTILITY Lance of Longinus



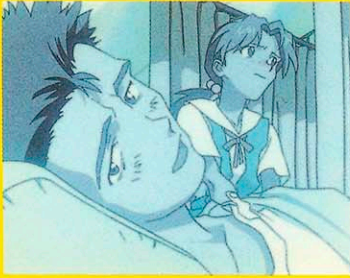
You can unconditionally draw 6 battle cards and double the damage done. This card can only be used when the NERV's HP is 10 or less. If any one other than Misato draws this card, return it to the pile and draw again.

UTILITY Frigate Ship



You can use this card to negate one attack by the Angel. If a non-EVA pilot draws this card, return it to the pile and draw again.

UTILITY Casual Kindness



This Card can be used at any time. You can use it to reduce the stress of one person other than yourself by 2 points. This card can only be played on someone at your location.

UTILITY A word of Encouragement



You may use this card when a person other than yourself rolls an even number on the dice. That person can instead roll the dice again. This card can only be played on someone at your location.

CARD FOR SUPPLEMENTAL GAME

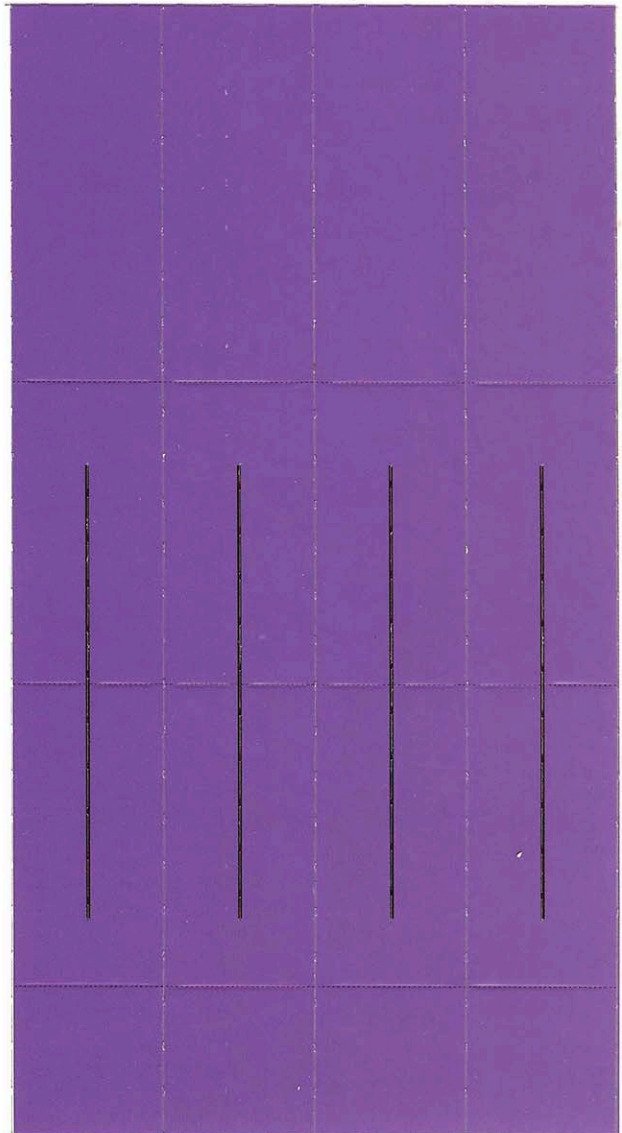


UNIT 02

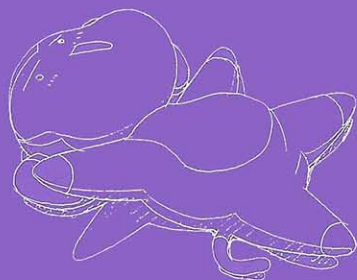
EVANGELION PRODUCTION MODEL



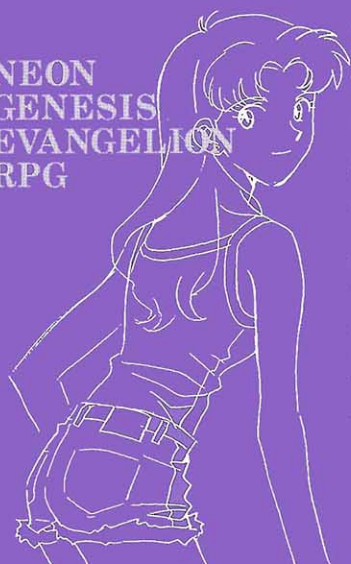
×10	×10	×10
×10	×10	×20
×20	×20	×30



NEON
GENESIS
EVANGELION
RPG



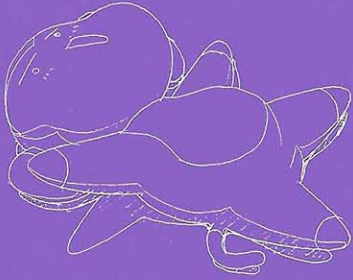
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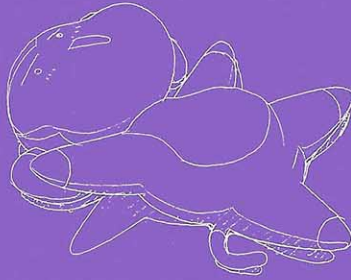
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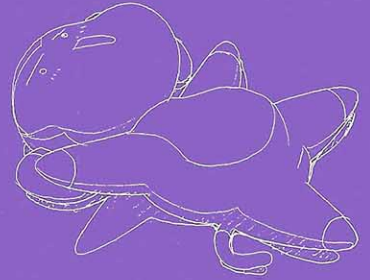
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GENESIS
EVANGELION
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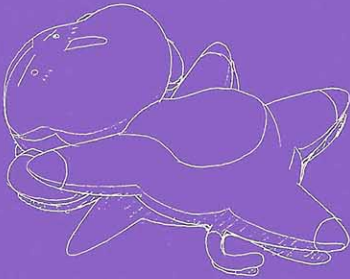
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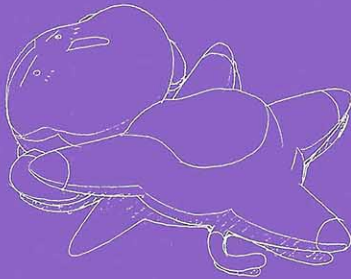
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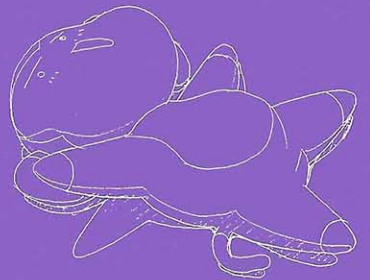
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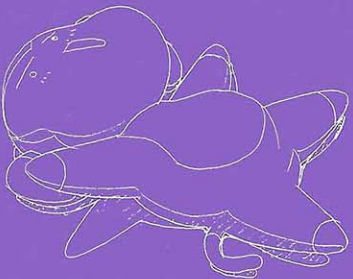
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GENESIS
EVANGELION
RPG**



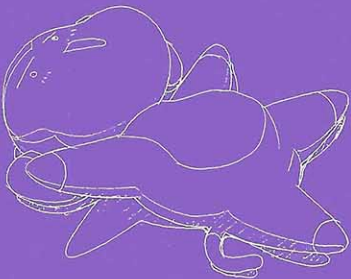
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GENESIS
EVANGELION
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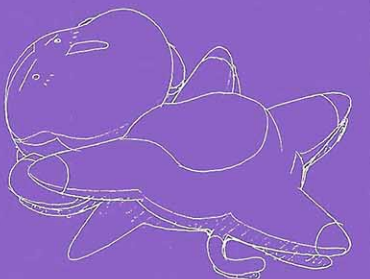
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GENESIS
EVANGELION
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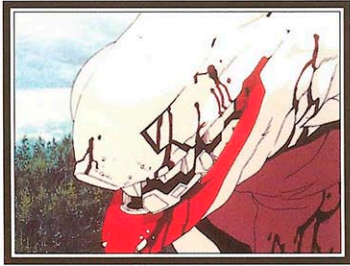
**NEON
GENESIS
EVANGELION
RPG**



**NEON
GENESIS
EVANGELION
RPG**



CARD FOR
SUPPLEMENTAL
GAME



EVANGELION
MASS
PRODUCTION
UNIT **V**

CARD FOR
SUPPLEMENTAL
GAME



EVANGELION
MASS
PRODUCTION
UNIT **VI**

CARD FOR
SUPPLEMENTAL
GAME



EVANGELION
MASS
PRODUCTION
UNIT **VII**

CARD FOR
SUPPLEMENTAL
GAME



EVANGELION
MASS
PRODUCTION
UNIT **VIII**

CARD FOR
SUPPLEMENTAL
GAME



EVANGELION
MASS
PRODUCTION
UNIT **IX**

CARD FOR
SUPPLEMENTAL
GAME



EVANGELION
MASS
PRODUCTION
UNIT **X**

CARD FOR
SUPPLEMENTAL
GAME



EVANGELION
MASS
PRODUCTION
UNIT **XI**

CARD FOR
SUPPLEMENTAL
GAME



EVANGELION
MASS
PRODUCTION
UNIT **XII**

CARD FOR
SUPPLEMENTAL
GAME



EVANGELION
MASS
PRODUCTION
UNIT **XIII**